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219
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GTM

GAME TRADE MAGAZINE

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CATALYST
game labs

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- EMPIRES RISE AND FALL AND MYSTERIES ABOUND IN FANTASY FLIGHT GAMES' STAR WARS: DESTINY – WAYS OF THE FORCE!
- THE MARVEL UNIVERSE TREMBLES AT THE COSMIC MIGHT OF MARVEL HEROCLIX: AVENGERS – INFINITY FROM WIZKIDS!



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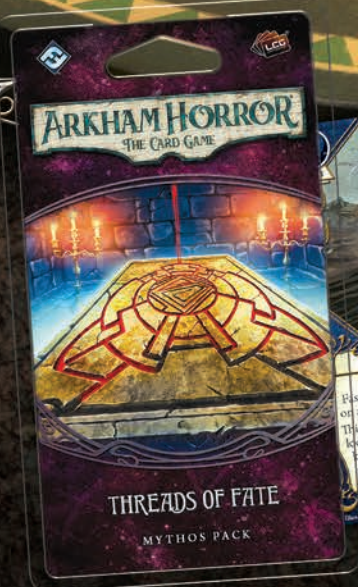
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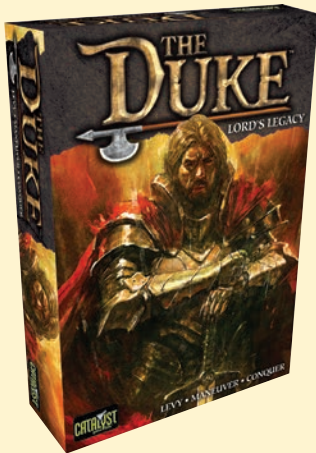


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COVER STORY



THE DUKE: LORD'S LEGACY EDITION

Levy, maneuver, conquer! Catalyst Game Labs' classic strategic tile-maneuvering game returns with *The Duke – Lord's Legacy*! Move your troops into position and capture the opposing Duchy, but don't forget to protect your Duke as well!

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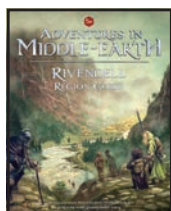
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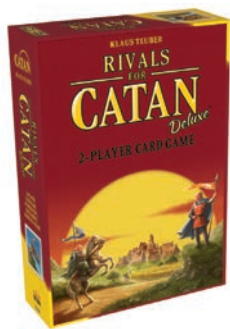
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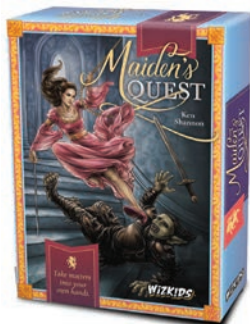
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Blood & Plunder



NEW BARK VESSEL Available NOW!

This new ship may be petite in comparison to its adversaries, but power doesn't depend on size. The **Bark** is a competitive vessel at a competitive price!

The common **Bark** is the coastal merchant and fishing workhorse of the Caribbean. Ranging from one to three masts, it is typically square-rigged and designed for cargo, not speed. It is a sturdy, unromantic vessel, yet due to its availability is often used by buccaneers. Spaniards, if they have nothing better, often fit them out as *armadillas*, or small fighting vessels, against buccaneers. One of the most famous buccaneer versus Spanish battles pits buccaneers in canoes and pirogues against three Spanish *armadilla* barks.

Greetings Dear Readers!

Welcome to your May issue of *Game Trade Magazine*! With just about a month to go before the *Origins Game Fair*, things are kicking into overdrive here in the *GTM* Bullpen.

We're getting a bit ambitious with our *Origins* plans this year; unlike previous shows, we'll be teaming up with our partners from *Game Trade Media* for an even larger presence in the exhibit hall! *Game Trade Media* will be livestreaming throughout the convention with exclusive content from all of your favorite publishers, and perhaps a surprise or two from the show floor as well!

That's right – even if you can't be at *Origins*, *Game Trade Magazine* and *Media* will be bringing the content to you! Be sure to Like and follow us both on Facebook (if you haven't already) for all of this exciting content and more.

But, that's a month away still – what do we have in store for you in this issue now?

Catalyst Game Labs re-visits their classic game of strategy and conquest, with *The Duke – Lord's Legacy*! Read all about this exciting re-release of the fan-favorite tile-maneuvering game, and perhaps pick up a few pointers just in time to protect your Duchy!

Be sure to also check out the exclusive *HeroClix* previews in our latest article from *WizKids*; *Marvel HeroClix: Avengers – Infinity* is an ambitious release featuring a colossal figure in every booster! Collect your cosmic-powered favorites like Adam Warlock or the Living Tribunal in this latest expansion for the world's most popular pre-painted miniatures game.

Of course, that's not all – we have more exciting content for you to enjoy, directly from your favorite publishers, everything from Fantasy Flight Games' *Star Wars: Destiny – Ways of the Force*, to an exclusive excerpt from author Gary Ray's upcoming book, *Friendly Local Game Store*.

There's something for everyone in *GTM*, and we hope you enjoy this latest issue.

Game on!

-JG



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GTM

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.
GTM 203 \$3.99

ALC STUDIO



FIRETEAM ZERO: EUROPE CYCLE EXPANSION
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Boon").
AUC 17022 \$19.99

KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI
Your store will set the price for all items labeled "PI". Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17POR SHELL (USED BY THE SHERMAN/FIREFLY)
AUC #RHSHELO03 \$15.00

75MM AP SHELL (USED BY THE M4 SHERMAN)
AUC #RHSHELO01 \$10.00

89MM SHELL (USED BY THE TIGER 1)
AUC #RHSHELO02 \$15.00

SPOTLIGHT ON



JIM HENSON'S LABYRINTH: THE BOARD GAME
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a golden ball? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.
AUC #RLAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



MYSTIC VALE: VALE OF MAGIC EXPANSION
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Valley of Uld. The druidic clans are now harnessing the power of arcane magic to resist the blight and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!
AEG 5864 \$29.99



SIEGE
Brass & Blood! As a would be King, you control a castle of brave warriors and noble subjects. In win you must move your forces wisely, defend your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defend your land and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.
AEG 5884 \$24.99

ASMODEE EDITIONS



AYE DARK OVERLORD! (THE GREEN BOX)
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor fails to quash a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best excuses to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more content! Scheduled to ship in December 2016.
AEM 3711 \$24.95



AYE DARK OVERLORD! (THE RED BOX)
Aye Dark Overlord! The Red Box is the classic version of the storytelling party game where Servants give their best excuses to oppose their evil master - but they suffer the wrath of their Dark Overlord! Best cards give the players a framework for their story, but it's up to their wit to avoid the Withering looks of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016.
AEM 3710 \$24.95

DEUS: EGYPT EXPANSION

Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and achievements of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 95 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to swap out entire groups, or use the entire new deck on its own. Scheduled to ship in December 2016.
ASM DEU02 \$29.99

ATLAS GAMES

OFFERED AGAIN

O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

It's set in a remote and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!
ATG 1370 \$14.95

AVALANCHE PRESS

KOREAN WAR: COUNTER ATTACK

Driven back into the Pusan Perimeter, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, head-on forces surging northward and other units landing by sea at Incheon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these famous battles. Scheduled to ship in January 2017.
APL 0329 \$39.99

BATTLEFIELD PRESS

D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG

Celebrating 30 Years of Nihon's Manga Craze! Since the first issue of Nihon's Manga Craze, your niche-nerve small town. Then, two lovely young ladies enter his life. Akiho "Aki" Kato, a high schooler, is a ninja clan, and Princess Aoi of Sakai. Both are sent on marriage to her for their own benefit. Can Akiho survive their affections and weaponry long enough to take their bloody destiny on his own? Based on the fan-favorite anime series, written and illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with an alternate customizable archetype template for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magician. Scheduled to ship in December 2016.
BPP 0451 \$39.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

FIRE GIANT
GFF 71053 \$40.00



FROST GIANT
GFF 71054 \$40.00



STORM GIANT ROYAL GUARD
GFF 71052 \$50.00

BELLWETHER GAMES



DROP SITE
Recipient of the Premio Archimede 2010 Carlo Azeglio Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As paratroopers of aid drop quickly to matching targets on the ground, will your opponents cause your pockets to be left? Scheduled to ship in November 2016.
BWP BW011 \$10.00

BRAIN GAMES



GAME OF TRAINS
Be the first to get your trainees into the ascending, sequential order in Game of Trains! Scheduled to ship in August 2016.
BGP 3175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

THE DUKE™

LORD'S LEGACY



THE DUKE: LORD'S LEGACY

CAT 1300L \$40.00 | Available July 2018!

It's hard to credit, but it's already been five years since we first published *The Duke*, our wonderful, two-player, abstract strategy game. It quickly went on to claim numerous awards and gain a slew of staunch fans around the world. We released half-dozen expansions for the game, as well as the companion game *The Jarl*, which used the same mechanics, but included all new tiles and could be played as a stand-alone game or used to face-off against *The Duke*.

For those that haven't played it before, you each start with three identical wooden tiles on the gameboard. Then, during your turn, you either move a tile on the board, or randomly draw a tile from a bag of reserve tiles and place it on the board. When moving a tile, everything you need to know about what it can accomplish on the board is printed directly on the tile. A series of Movement Icons showcase those abilities: Move, Slide, Jump, and so on, making it very easy and intuitive to learn and play.

Once you've moved a tile to a new square on the gameboard, the real brilliance of *The Duke* comes into play as you flip it to the reverse side, revealing a new movement profile. This creates a wonderful, dynamic gameboard of ever shifting possibilities of attack and defense as the tiles are moved around and flipped each time. If you enter a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke tile and you win! Five years, then, seemed a perfectly appropriate time to publish a *Lord's Legacy Edition* of this great game. (I've played hundreds and hundreds of *The Duke* games, and I'll still stop and play it at the drop of a hat.) However, note that we're not changing any of the rules. The mechanics are just too good and do not need any type of overhaul. What's more, almost all of the tiles are wonderfully exciting and work great, so no changes needed there, either. Instead, we focused on a few other areas.

First, the packaging. While the previous *The Duke* box was fine, our graphics on the companion game, *Jarl*, took the experience to a new level. We wanted to fold those lessons back into the *Lord's Legacy Edition* and create a more active, vibrant cover that would leap off the shelf at players.

Next, we took a hard look at the tiles included in the original release. As noted, the vast majority of them are still rock-solid and form the foundation of the game. However, as part of the initial Kick-starter we ran for publishing *The Duke*, we created several additional tiles, such as the *Dragoon*, *Assassin*, *Longbowman*, *Duchess*, and *Oracle*. What's more, we also include blank tiles for customization, flags for extra scenarios, even a *Dragon*. All of these seemed prime candidate to alternate out for brand new tiles to experience.

We decided to do that in two ways. First, alongside the initial game release, we had very limited releases of four expansions: *Arthurian Legends*, *Robert E. Howard*, *The Musketeers*, and *Robin Hood*. We've taken one of the best of those—especially since it fits the flavor so well—and have folded the complete *Arthurian Legends'* eight tiles and its accompanying rules into the *Lord's Legacy Edition*.





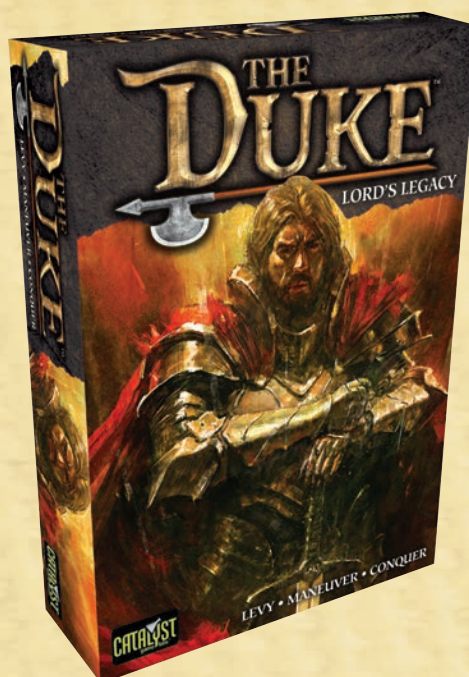
That still left us room, however, to create five brand new tiles to include as well: the *Arbalist*, *Countess*, *Sage*, *Light Horse*, and *Assassin*. It's hard to pick a favorite, but I'm sure you'll quickly know which of those you always look forward to pulling from the bag. For me, it's the *Light Horse*.

Along the way, of course, we ran the rules back through a full edit and development pass to elevate the quality of the game; we can always write and present our game rules better as we learn more and more with each game we publish.

Now the *Lord's Legacy Edition* will be a fantastic version of *The Duke* for any player. But of course, we had a lot of fun publishing those previous expansions—not to mention the additional expansions of *Siege Engines* and *Reinforcements: Command Troops*. And we've two new expansions—heading to print simultaneously with *Lord's Legacy Edition*—to continue that great experience.

First up is *Gunpowder Uprising*, a 4-tile-for-each-player expansion containing the *Pistoleer*, *Mounted Fusilier*, *Arquebus*, and *Bombarde*. Unlike the new tiles in the *Lord's Legacy Edition*, where we had to emulate some of the tiles we were replacing, these are completely new. It also means players simply grab the tiles and toss them into their bags. That allowed us to really go in new and different directions. While still ensuring they feel like a set of tiles with a good theme, of course. It's a tough call, but of all of these, I think the *Mounted Fusilier* is my favorite.

The second all-new expansion is *Reinforcements: Battle Troops*. This is the second reinforcements expansion—the first being *Command Troops*—that introduces a “build-your-bag” style of game play. The new *Halberd Man* tile may replace the *Pikeman*; the *Crusader* may replace the *Knight*; the *Highwayman* may replace the *Marshall*; while the *Heavy Horse* may replace the *Dragoon* (or the *Arbalist*, if using the *Lord's Legacy Edition*). In other words, there is a light and dark tile for each of those. And at the start of any game,



each player can choose to keep the original tiles, or rotate in these new tiles for those old tiles. Hence the “build-a-bag.”

While this was a very exciting development — actually lead by my son, Bryn, which is its own level of awesomesauce — it was also very difficult. Because each new tile needed to be interesting and fun to play while simultaneously filling the game-play-space of the tile it is replacing — albeit in a new way — and all the while remain balanced. It was a tall order that took far longer to development and playtest than we ever imagined. But we're very excited with the ultimate result. Hopefully you'll agree when you get a chance to try them out.

Unlike the previous two new batches of tiles above, I don't have a favorite for *Battle Troops*. Both the *Heavy Horse* and *Crusader* bring some great new play style to the game. Meanwhile the *Highwayman* doesn't have a non-starting side icon on it, so you're able to play either side face up when you first place it on the game board; that, combined with its asymmetric play, makes it wonderfully fun.

Hopefully that gives you an exciting, behind-the-scenes look at the coming *The Duke: Lord's Legacy Edition*, along with the two new expansions: *Gunpowder Uprising* and *Reinforcements: Battle Troops*. Check them out on game store shelves this summer! If you're interested in more details, check out www.catalystgamelabs.com.

...

Randall N. Bills has lead the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial BattleTech and Shadowrun properties, while managing the rollout of Catalyst Game Labs' new line of tabletop games, including core development of Dragonfire.

STAR WARS™

DESTINY

WAY OF THE FORCE

Star Wars: Destiny Way of the Force
SWD12 \$2.99 each | Available 2nd Quarter 2018

***"You need a teacher,
I can show you the
ways of the Force."***

—Kylo Ren, *Star Wars: The Force Awakens*

The Force is a mystery to many in the *Star Wars* galaxy. Empires have risen and fallen, yet the Force remains constant. Whether it's the allure of the dark side or the path of the light, it flows through and connects every living thing in the galaxy. The most iconic *Star Wars* characters are guided by the Force, whether they believe in it or not, and the largest battles are truly an expression of the dramatic struggle between the light and the dark.

Fantasy Flight Games is proud to present *Way of the Force*, a new set of booster packs for *Star Wars™: Destiny*.

Featuring 160 brand-new cards, *Way of the Force* revisits many of the saga's most iconic characters in fresh new ways, focusing on their unique equipment, abilities, and tactics. The set includes the most expensive support yet to enter the game, a new way to bring back a defeated character, and a rare battlefield that comes complete with its own die. Furthermore, look for mechanics introduced in the newest base set, *Legacies*, to be expanded upon, such as plot cards that can completely change how you play the game.

THE FEARSOME GENERAL

Way of the Force revisits many of the iconic characters of the *Star Wars* galaxy, giving a fresh take on their mechanics or returning to them at a later stage in their life. General Grievous (*Way of the Force*, 21) falls into the former category. While his *Awakenings* version was known for stealing your opponent's upgrades, the new version



of General Grievous turns to this fearsome fighter's mastery of combat. General Grievous ignores the play restriction of all **weapons**, allowing him to use the powerful suite of Blue-only lightsabers, and he can also be equipped with one additional upgrade, inviting you to take full advantage of Grievous's extra limbs.

Equipping General Grievous with plenty of **weapons** is powerful enough, but if you manage to upgrade General Grievous to his full potential by having four of his **weapon** dice in your pool, you can simply deal four damage to a character as a Power Action. More than anything else, General Grievous is a character that determines your entire game

plan in *Star Wars: Destiny*. To use him most effectively, you have a clear goal from the beginning of the game: to expand his collection and equip him with powerful **weapons** that synergize with his abilities.

Way of the Force gives additional focus to its array of iconic characters by introducing cards that synergize specifically with them. For example, while any Red Villain can access General Grievous' Wheel Bike (*Way of the Force*, 31), General Grievous is the true master of the unique vehicle. As a **Power Action**, you may spend a resource to ready General Grievous' Wheel Bike. However, if you spot General Grievous, you can forgo the cost of a resource, allowing you to simply ready it at your leisure to use its powerful die a second time. This isn't specific to the *Way of the Force* version of General Grievous either—his *Awakenings* version can also take advantage of the Wheel Bike.

BY ANY MEANS

Mandalorians are masters of combat and use all the tools necessary to achieve victory. Bo-Katan Kryze is no different, which is why she lets you include Yellow Villain upgrades in your deck, despite the fact that she is a Hero. Furthermore, her special symbol allows you to do two damage to a character, or three if she has at least one Villain upgrade equipped.

Way of the Force introduces plenty of new tools to include in Bo-Katan decks. Formidable (*Way of the Force*, 51) is a new legendary upgrade that can not only damage your opponent, but disrupt their game plan in a whole new way. If its special symbol deals one unblocked damage, you may move a **weapon** or **equipment** from that character to another character an opponent controls.

ANCIENT WISDOM

Luke Skywalker, Reluctant Instructor (*Way of the Force*, 56) is a master of offense and defense, able to resolve any of his three shield sides as if they were melee damage. Perhaps more importantly, as a **Power Action** he can pass on his knowledge, moving one of his Blue **abilities** to another Blue character. Constantly moving **abilities** like Force Speed (*Spirit of Rebellion*, 55) can make it difficult for your opponent to focus on damaging just one character, and it allows you to adjust strategies in the middle of a heated match.

In addition to its iconic characters, *Way of the Force* follows up on the ideas first established in *Legacies* and expands on them. One of these expansions is the introduction of color-specific plot cards that can impact your gameplay strategies. Plots were introduced in *Legacies* and gave you some kind of advantage at the start of the game. Plots in *Way of the Force* expand on this idea and are relevant throughout the entire game. For example, Built to Last (*Way of the Force*, 115) is a four-point Blue plot that synergizes well with Luke Skywalker. Giving all of your unique upgrades the Redeploy keyword ensures that no matter which character is defeated first, another will receive their most powerful upgrades. Furthermore, after you play a unique upgrade, you can exhaust Built to Last to gain a resource. As established, *Way of the Force* brings plenty of iconic **weapons**, **abilities**, and more to the battle, meaning there will be plenty of opportunities to play unique upgrades.

WAY OF THE FORCE

The way of the Force influences the entire galaxy. Empires rise and fall with the ebb and flow of the Force, and behind every conflict there exists a war between the light and the dark. Let the Force guide you to your destiny.



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RIVALS FOR CATAN™

Tips for the Rivals Theme Games – Part I

In *Rivals for Catan*™ you and your opponent strive to create the best principality. In previous GTM articles we discussed the basic strategies for learning to play. Now we turn to the deeper modules included in *Rivals for Catan* and its expansions, *Age of Darkness* and *Age of Enlightenment*—each comes with three theme sets. In this article you'll find tried and true strategy tips for confronting these sets' new options and challenges.

The Era of Gold

The Era of Gold emphasizes cards that target your opponent's resources. So, getting and holding the trade advantage is particularly important. To this end, try to find commerce points early. These early commerce points are especially important since you need at least three commerce points to use a *Merchant* card to take resources from your opponent.



The *Merchant Guild* is required for a number of key cards, so try to build it early. It is also important to produce and use gold—gold can be protected in your *Gold Caches* and a *Mint* can turn a gold into any resource you want. Gold gives you more advantages and improves your trading options. Remember that each *Pirate Ship* not only sinks a trade ship, but also provides you with an additional gold when the *Plentiful Harvest* event is rolled.

The Era of Turmoil

It is recommended to get and keep the strength advantage—as a number of strategies depend on it. By building a hero card as soon as possible, you can give yourself an edge in this battle.



Be the first to build the Hedge Tavern. It lets you be particularly ruthless when using action cards keyed to this building.

Irmgard, *Lookout Tower*, and *Heinrich the Sentinel* can provide defense against the *Hedge Tavern*. You do not need a city to build these cards. With these three cards, you can, with a little bit of luck, prevail even without *Hedge Tavern*.



While the strength advantage is important, you will not want to ignore the trade advantage. Heroes and ships can't be relied upon if your opponent is able to easily destroy them.

The Era of Progress

The Era of Progress focuses on the constructive development of both principalities. The action cards that require the *University* can provide an additional source of resources. However, you may only build a *University* if you have an *Abbey* or a *Library* in play. So, it can worthwhile to spend resources to look for and acquire an *Abbey* early.



Besides the *University*, *Guido the Ambassador*, and *Gustav the Librarian* also have two alternative requirements, only one of which must be met for you to play the card. Use *Guido* and *Gustav* to retrieve the best action cards from the discard pile. *Three-Field System* and *Mineral Mining* are particularly useful in this context, and so is the *Merchant Caravan* from the basic set.

When one of the three *Plague* event cards activates, you to lose a resource from EACH region adjacent to a city. To minimize these loses, build your cities next to each other—a region between two cities only loses one resource to a *Plague*. If you obtain resources by playing action cards, store them on regions that are not adjacent to cities.

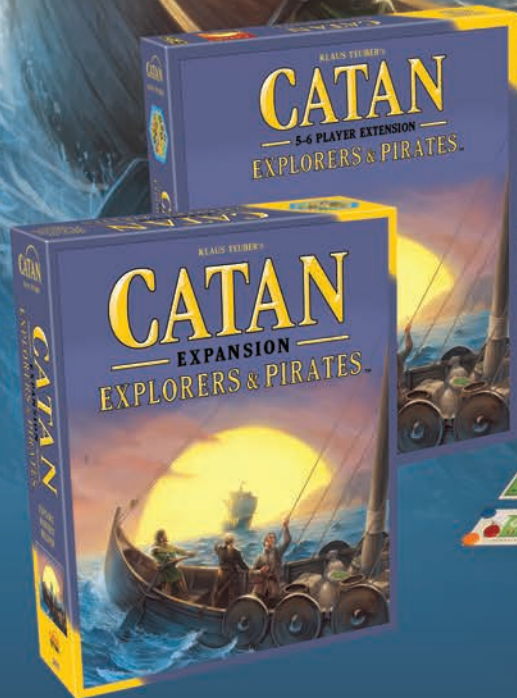
Keep in mind two last things. First, if you have built a *Parish Hall*, you should build your first city next to it, so that you can build the *Town Hall*. Second, if you are close to winning, remember that the *Parliament* gives you two victory points.

CATAN

— EXPANSION —

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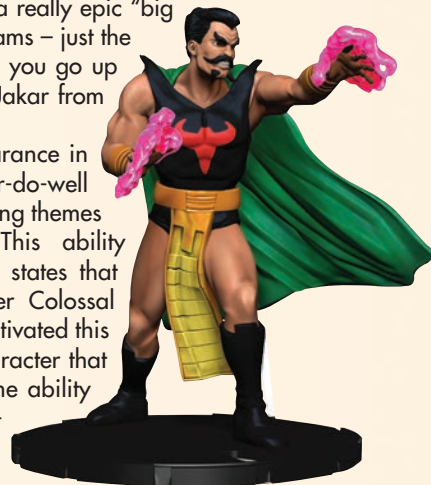
MARVEL AVENGERS INFINITY HEROCLIX

MARVEL HEROCLIX: AVENGERS INFINITY BOOSTER BRICK
WZK 73147 \$159.90 | Available May 2018!

Galaxies will shake, and the *Marvel HeroClix* universe will never be the same with the release of *Marvel HeroClix: Avengers Infinity* this May! For the first time ever, EVERY booster will include a 2x2 Clix Base figure! Featuring characters from The Avengers, Guardians of the Galaxy, Spaceknights, and Infinity Watch, you'll be able to travel through space and time to construct Cosmic and Future teams the likes of which you've never seen!

Many of the characters in the set with the Avengers keyword utilize a trait called Avengers Infinity, which adds some built-in synergy for your squad. The trait, which is identical for all users, states that when the Avengers character that has the trait attacks only characters of 100 points or more, you can choose to modify attack or damage by +1! This gives a really epic "big fight feel" to your Avengers teams – just the thing you're looking for when you go up against a colossal figure like Jakar from Batroc's Brigade!

Jakar – a first time appearance in *HeroClix* for this cosmic ne'er-do-well – brings another of our recurring themes with Colossal Retaliation. This ability (found on Jakar's movement) states that as a free action, if no other Colossal Retaliation power has been activated this turn, choose an opposing character that attacked the character with the ability – or damaged a friendly character since our last turn. You would then place the character



with the ability, so they can

make a close attack targeting the chosen character and all other opposing characters within two squares. However, instead of normal damage, hit characters are each given two action tokens that don't deal pushing damage, and may be placed in a square adjacent to their current square!

Another recurring theme with the set is the trait Origin: Before the Team. Take for example Star-Lord, with his Origin: Before the Guardians trait. This trait states that a character with this trait is part of a specific themed team – in Star-Lord's case, the Guardians – and that character can use the team ability for that team this game (or in the case of the Guardians, they can use PROTECTED: Outwit). Otherwise, the character modifies their attack and defense by +1 this game.





ADAM WARLOCK

ADAM WARLOCK™

Infinity Watch, Cosmic

REAL NAME: "HIM"

☆ SOUL GEM CHOOSES ITS BEARER Steal Energy with close or range attacks. // When Adam Warlock is KO'd by an opponent's attack, choose a friendly character. For the rest of the game that character can use Steal Energy.

✎ KARMIC BLAST Penetrating/Psychic Blast. When Adam Warlock uses it and hits, give the hit character a Karma token. // When an opposing character with a Karma token makes an attack, after resolutions remove all Karma tokens from its card and deal it penetrating damage equal to the number of tokens removed.

☆ OUTSIDE OF ETERNITY, CHAOS, AND ORDER Outwit. FREE: Choose a target opposing character within range and line of fire. Until your next turn, that character can't use PROTECTED: Outwit and its powers lose Protected: Outwit.

THE MAN WHO STALKED THE STARS (Sidestep)

IN MY TIME, MANY CALLED ME ADAM WARLOCK... (Running Shot)

...YOU MAY DO SO ALSO IF YOU FEEL SO INCLINED (Phasing/Teleport)

PERFECT GENETIC TEMPLATE (Toughness)

ARTIFICIALLY DETERMINED STRUCTURE (Super Senses)

I SHALL EMERGE FROM MY COCOON REBORN (Regeneration)

LET THE CONFLICT END! (Leadership)

WARLOCK and the INFINITY WATCH

OLD FOES

SIGNIFICANT APPEARANCE: #1 (1992)

1	2	3	4	5	6	7	8	9	10	11	12
8	8	7	7	7	7	7	7	7	7	7	7
11	10	11	10	10	9	9	9	9	9	9	9
18	18	17	17	17	17	18	18	18	18	18	18
4	3	3	3	3	2	2	2	2	2	2	2

POINT VALUE: 125

HEROCLIX

Avengers Infinity also introduces a new ability for certain colossal figures called Mass Destruction – an ability which really amps up the chaos a colossal should bring to the battlefield. Mass Destruction can be either an ability, appearing on the dial, or a trait – like in the case of Giganto & Namor. Either way, Mass Destruction grants the character Super Strength, and says that when the character is given a MOVE action, after resolutions, destroy all adjacent pieces of blocking terrain, and the character can then use Quake at no cost.

TONY STARKS CAR



TONY STARK'S CAR™

HEROCLIX

POINT VALUE: 100/75/50

HEROCLIX

TONY STARK'S CAR™

HEROCLIX

POINT VALUE: 100/75/50

HEROCLIX



GIGANTO AND NAMOR

GIGANTO & NAMOR™

HEROCLIX

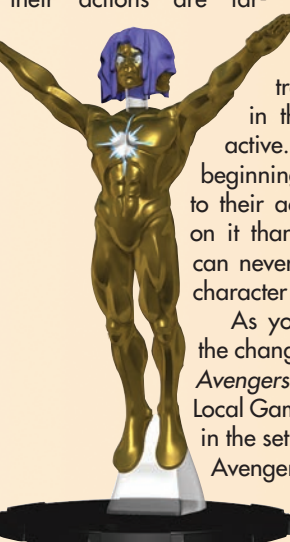
POINT VALUE: 200/100/50/10

HEROCLIX

Since the introduction of vehicles in HeroClix, players have clamored to have not just a wrecked vehicle that could be used as a heavy object, but one that stuck around on the map as some kind of terrain. With the advent of Avengers Infinity, players will see vehicles turning into Special Terrain! To keep things simple, each vehicle has a different Terrain dial that you will click through when missing attacks on lines of fire that are drawn through the vehicle. Each of these dials offers something different, and in the case of Tony Stark's Flying Car, each adjacent friendly character will be able to use Energy Shield/Deflection, as well as a fun way to use the car as moving cover. You can also add the vehicle to your force for a low point cost as special terrain for your squad!

One of the coolest things about exploring new territory in HeroClix is that it's often so different from what's come before. That's

exactly what drove the designs on the cosmic entities in this set. Big, unprecedented, global effects. These cosmic entities – such as The Living Tribunal – represent the balance of the Marvel Universe, and their actions are far-reaching and influence things at every level. Their shared trait is You Can't Kill the Abstract. Each character with this trait will possess an ability that takes place in the game as it's played when they are active. In the case of The Living Tribunal, at the beginning of your opponent's turn, they receive -1 to their action total if they have more characters on it than any force. And, because the abstract can never die, these effects persist even after the character with the trait is KO'd!



As you can see, the cosmos is shaking from the changes on the way from the Marvel HeroClix: Avengers Infinity set! Be sure to get to your Friendly Local Game Store and let them know you're interest in the set. Booster packs, bricks, and the six-figure Avengers Fast Forces set will release this May!

MASQUE of the RED DEATH

IDW
GAMES

MASQUE OF THE RED DEATH

IDW 01379\$59.99 | Available May 2018!

Masque of the Red Death is a deduction and movement programming game set in the grim world of the short story by the Edgar Allan Poe. This game is fully illustrated by Gris Grimly and game design by Adam Wyse. Players are nobles attending an extravagant masked ball while a plague ravages the country. Players are trying to do what nobles do – feast, dance, celebrate – become as popular as they can. But rumors swirl as the night goes on, and everyone feels oddly nervous each time the clock chimes. The nobles might be wise to spend some time listening to these rumors. It is becoming increasingly clear as midnight approaches that something sinister awaits. In this article we sat down with designer Adam Wyse, to talk about designing *Masque of the Red Death* and a look behind the scenes.

What inspired you to want to make a game about Edgar Allan Poe's *Masque of the Red Death*?

I first discovered the story in grade 9 English class and fell in love with it. I had always been a fan of horror movies and literature, but somehow had never read any Poe until then. I found *Red Death* so evocative... it really left a huge impression on me.

When I was getting into game design years later I was reminded of the story again, and on a re-read realized how perfect it was for a board game. It takes place in a closed setting that seems tailor-made for a game board – 7 rooms, each in its own colour, connected to two adjacent rooms. The large masquerade full of nobles gives you lots of characters to work with, allowing for a high player count. And since none of them are named besides the prince, you have a lot of space to be creative and give them names and personalities.

The story itself has a building sense of dread, and I really wanted to see if I could replicate that in the game's story arc.

What mechanics in this game do you really enjoy?

I absolutely love movement programming games... one of my favourite games of all time is *Space Alert*. And though *Masque of the Red Death* has little else in common with it, they both share move-



ment programming. I really enjoy it as a mechanic because it can produce this interesting puzzle where you're holding in your head what you've done, where you are now, and what you want to do next. The key of *Masque of the Red Death* is movement programming; you're spending your time during the masquerade gathering information about where the Red Death will strike and you will likely not have complete information. You have to spend your actions wisely to deduce where the Red Death will be so you can make as good a plan as possible.

The game also has a fun dose of push your luck that is not immediately apparent. The goal is to be the most popular noble to survive the night, so there's this balancing act going on between gaining popularity (to win) and gaining information (to survive). If you spend too much time on popularity you might know very little by the end and really be putting your noble's life in the hands of fate.

Do you have a favorite moment when designing this game?

I entered *Masque of the Red Death* in the Canadian Game Design Award in 2015 and was one of 3 finalists. In the judges' feedback afterwards I found my favourite point of feedback of all time: "This is the first time I felt legitimate fear playing a board game". That's exactly what a designer wants to hear!



What did you think when you found out the game was going to be partnered with Gris Grimly art?

When IDW told me that they had signed on Gris Grimly to work on the game, I immediately spent a couple hours looking over all his amazing work. He has illustrated several Poe stories before, including *Masque of the Red Death* itself, in his book *Tales of Mystery and Madness*. His style is absolutely perfect to complement the game and I think it just enhances the immersion in the game even further. I'm biased, but the box cover is the best I've seen on a board game ever.

What experience are you hoping players will get out of this game?

I want players to feel lots of emotion playing *Masque of the Red Death*. Players will often start out the game, as the nobles in the story do, unconcerned and heedless of what's coming. Mingling, flirting, dancing... wasting their time basically, fighting to become most popular. But I love that moment about half way through the game, when someone says "Uhh, I don't know ANYTHING! I'm going to die! How much time is there left until midnight?".

I want players to feel that building sense of dread as midnight approaches. Needing more time to feel more safe, but not having it.

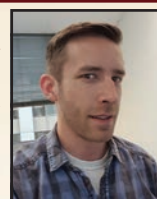
Being unsure about certain information that they have seen but not been able to keep. Feeling nervous (and then hopefully relief) as each Red Death card is revealed one by one at the end of the game.

Is there anything else you want to share about this game?

It's been an amazing ride bringing *Masque of the Red Death* to life. So much time and care was spent to do justice to the story and provide players with the experience that I was hoping for. I can't thank IDW enough for the game's amazing presentation – the Deluxe Edition especially is so beautiful. Gris Grimly's art is really unique and gives the game a look that is nothing like any other game out there. Lastly, I want to thank everyone who has supported the game along the way. I can't wait to see it start appearing in stores and on people's tables!

...

The designer of *Masque of the Red Death*, Adam Wyse, is a former software engineer who has been designing games for several years now. He now does logistics and development work for Roxley Games and designs games full time. He lives in Calgary Canada with his wife Chelsea, dog Scooter, and far too many cats.



GALAXY MATS:

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The planets.

They were the first alien worlds discovered by mankind. Those visible with the naked eye sparked the imaginations of ancient men and women, giving birth to myth and legend. Later men and women, sparked by new discoveries and ancient tales, built on these to compose brilliant symphonies and the most erudite poems. All from barely glimpsed sparks of light, inspiring mankind to spend billions of hours staring up in wonder.



"The purpose of going to Mars is for humans to first begin to occupy, permanently, another planet in the solar system. The astronauts or pilgrims, whatever you might call them, are going to be very historically unique human beings."

Buzz Aldrin

than we ever imagined. And finally lonely Pluto, for decades thought the outer edge, now believed to be the harbinger of an entirely new frontier at the far-flung reaches of our local space.

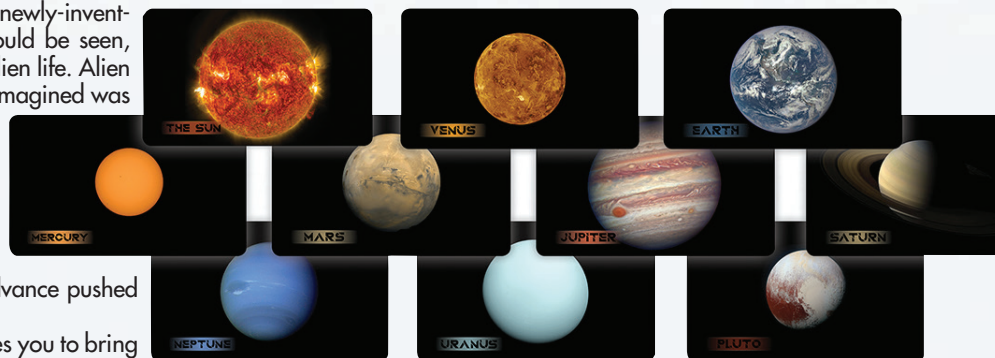
CGC's Galaxy Mats are designed for three uses: work, play and craft.

For work, they can serve as a mouse pad or desk cover, or as a beautiful decoration for a cubicle or home office. If the Sun and Mars in your workstation don't brighten up your day, it might be time to take a walk. For play, they make a perfect surface for deploying miniatures and rolling dice or even just to mark out your area of the table. By all means enjoy telling your friends, "Jupiter is mine, back off". For craft, they make an excellent surface to keep your furniture safe from minor paint spills and other hazards that can make your creative

pursuits less enjoyable. Don't worry about a little paint on Mars, it won't mind.

Modern astronomy began with geniuses, such as Galileo Galilei, and a new technological achievement: the newly-invented telescope. Now the surface of Mars could be seen, sparking imaginary canals and visions of alien life. Alien life that at least one visionary, H.G. Wells, imagined was using its own telescope to watch us. And even more exciting were all new worlds never before seen with the naked eye. Jupiter, we learned, had at least four moons. As the quality of telescopes continued to blossom we found new worlds and new moons orbiting those worlds. Each new advance pushed the boundary of our local space further.

Now, Creative Goods Companies invites you to bring the journey of lifetimes home with Galaxy Mats. Each features a stunningly beautiful, high-resolution image of our local solar system taken from deep space. Explore the far-flung expanse of a dizzying array of alien worlds and environments. From brilliant Sol, giver of life and warmth. Brooding Mars, daring a new generation of adventurers to settle there and master its alien wonder. Mighty Jupiter, master of moons, a miniature solar system all its own, full of wonder and secrets as yet unknown. Saturn, whose rings we glimpsed for centuries and which are somehow even more astounding up close



"Our solar system is actually a wild frontier, teeming with different, diverse places: planets and moons, millions of objects of ice and rock."

Carrie Nugent

There will be two versions of each of the 10 playmats, one 14x24 for smaller tabletops and the second 36x36 for those times when you need a truly epic amount of space to work, play, or craft. Images are high-resolution satellite images, taken from space, printed on high quality 1/16" neoprene. The smaller mats will retail for \$17.00 while the larger mats will retail for \$55.00.

So join us on a voyage of discovery, as we bring the planets to you in all their glory. The Galaxy Mats series will feature four mats a month for five months, brought to you in stunning texture and detail. The first set will be the core eight planets plus Sol and Pluto. Later we will present the moons of the solar system (Luna, Europa, Titan, Callisto and so forth), along with comets and asteroids. Blasting off soon from CGC and landing on a table near you.



heroes WANTED...



For lunch... dinner...



...playtoys...



...snacktime...



...amusement...


**I WOULD
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CatDragon
GAMES

A Game by Talon L. Coleman

CDG0020 \$11.99

Disclaimer: no dragons were harmed in the making of this game...
or pretty much ever...

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Sword & Sorcery

SWORD & SORCERY: ARCANÉ PORTAL

AGS GRPR102..... \$49.90 | Available April 2018!

Sword & Sorcery was a major hit in Summer 2017 and now Ares Games' cooperative dungeon-crawler grows with the first major campaign expansion set, *Arcané Portal*. This is a great chance to try out the first Hero Packs already available: Onamor and Victoria - these two heroes are a perfect match for the challenges offered by *Arcané Portal*.

In *Arcané Portal*, players will be launched into a new adventure, where demons and sorcerers will be the main opponents. These new monsters have been designed to act in synergy with each other, creating powerful combos. Vanishing evil will not be easy!

Arcané Portal introduces new maps, treasures, monsters, event and equipment cards, along with four new Quests - with a longer playing time than those in the Core Set, and increasing the level of the epic challenges the Heroes will face. The players can go on from where the core set campaign, *Immortal Souls*, left off, or they can start again a new campaign with Act I (Level 2-4) heroes, and build up their strength in preparation for the forthcoming climax of the storyline, in *Sword & Sorcery - "Act II"* (actual title TBD, due for release next Fall).

You can play every quest in *Arcané Portal* as a stand-alone adventure, but if you play them one after the other, their challenges will leave the heroes breathless! They will have to use their powers and objects very wisely, to arrive in forces at the epic ending.

The Efreets - fire demons - will tire out the heroes both in attack and in defense, throwing flames and burning everything in their path.

The Nightwalkers - infernal specters - will act to protect and heal their monsters, but even during duels they are fearsome, thanks to their resistance and to their capacity to attack piercing every kind of armor.

Behind these demons, are the Cultists. They will be the real nemesis of our heroes, evoking and activating hellish creatures, and able to attack with powerful spells when hard-pressed.

But the strength of these monsters is nothing compared to the power of the Hellspawn: this creature of flame and smoke is a horror evoked to burn Talon to the ground. Players must use all their tactical prowess to defeat this flying demon, avoiding his relentless blazing weapons.

Luckily, new Treasures and new Emporium cards will also aid players in their mission. It's also possible to add these new treasures and emporium cards to the core set decks, enriching the game experience of the core set campaign.

Thanks to the Book of Secrets, a "choose your own path"-style booklet which is an integral part of the quests, the outcome of each mission is truly unpredictable. Story events and unique twists make the outcome of each mission variable, depending on player's choices and moral alignment. At the end of every mission, whole parts of the map may remain unexplored or hidden in the Book of Secrets: The outcome of a quest is not only winning or losing - the actions of the heroes will also greatly influence the following adventures and encounters.

Sword & Sorcery - Arcané Portal releases together with two more new Hero Packs and one new Accessories Pack.

Ryld, one of the new heroes, is the son of a human and an elf. As a Bard with a magic voice, he charms his opponents and give courage and strength to the party. As a Blademaster, he is a highly skilled swordsman and becomes a deadly threat to every opponent.

The second hero, Morrigan, can be played as a Demon Huntress, master in use of a whip, or a Witch Huntress armed with a crossbow. Her weapons and her abilities are at the party's service to defeat the hordes of supernatural creatures.

These heroes bring four new classes that can be used in all the adventures of Act I and II and of course are also perfect to fight the demon hordes of *Arcané Portal*.

Each Hero Pack is provided with all necessary to play with the new hero: Hero sheet, Hero and Power cards, miniatures (Hero/ghost), Soul Gem, tokens and new item cards to add to the mission or emporium.

Also releasing is the *Ghost Soul Form Heroes Accessory Pack*, a set including the ghost form of the heroes in the core set, which also includes a set of Background Talent Cards, optional cards to assign new skills or disadvantages to the players' characters.

The *Arcané Portal* expansion, the new heroes, and the *Ghost Soul Form* pack will give the proper conclusion to Act I and lay the ground for Act II, where players will have to face new, darker challenges... A new legend, where "sword and sorcery" will determine the fate of the Talon Coast.



WHY DO YOU
PLAY?

PROWLER'S PASSAGE



TO DIG
DEEPER!

12+ 2 25 min

- Build a network of underground passages to plunder the city!
- Control districts to increase your reach!
- Plunder valuables and complete achievements to gain the most wealth!

www.renegadegames.com



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Happy Planet™

A NEW LINE OF - NO, A NEW GENRE OF - GAMES.



HAPPY SALMON - GREEN/BLUE
NSG 600/1....\$15.99 | Available Now!

FUNKY CHICKEN
NSG 630.....\$17.99 | Available May 2018!

MONSTER MATCH
NSG 650.....\$17.99 | Available May 2018!

Imagine that you just finished playing a brand-new game... You find yourself smiling ear-to-ear, laughing, you don't care who won, and you just want to play again. Take a look at that game's label. Chances are you just finished playing a *Happy Planet* game.

As gamers, we know what to expect from our favorite games. They are beautiful to look at, filled with strategic choices, and they can entertain us for hours. That's what good games are supposed to do. We can all celebrate that.

But recently a paradigm shift has occurred at the offices of North Star Games. Something so profound we all looked around at each other with looks that ranged from glee, to wonder, to even fear. We are in the midst of creating a brand-new line of games. Dare we say, we could actually be creating a brand-new category of games. The line is called *Happy Planet*. And these games achieve one main goal: They raise the happiness level of everyone playing. Yep, these games make people happier!

But before going further, we take a step back. We need to explain how we got here.

Two years ago, North Star Games launched a new game called *Happy Salmon*. This game was simply the doofiest game we have ever made. And if I try to describe it to you, I'll utterly fail to convey why it's good. You'll think it's the dumbest idea you've ever heard. The game has been a smashing success, and in-between taking orders and frantically shipping out product, we noticed something every time we watched people play. Players finished with gigantic smiles on their faces (often bucked-over with laughter), they didn't care who won, and they wanted to play again. In short, playing *Happy Salmon* lifted the mood of every single person in the game.

Eureka! We've never seen a game do this! We thought a lot about why *Happy Salmon* makes everyone happier. And after figuring it out, we came up with a name for a new line of games that successfully achieves one main goal: To raise the happiness level of everyone playing.

Happy Planet Games.

Before introducing these games, we should first describe the criteria used. Every *Happy Planet* game has been tested and certified to do the following: generate laughs while playing, create an active and energized experience, learn in less than one minute, and encourage 100% focus while playing.

So what we needed was more doofy game ideas. A lot of the game ideas we looked at were not doofy enough.

However, a few of them were. The games good enough to join *Happy Salmon* in the *Happy Planet* line include *Funky Chicken* and *Monster Match*. The gameplay of both meet all the criteria - And adding to the happiness factor, the packaging is down-right amazing!

So now the *Happy Planet* line has three games:

HAPPY SALMON

Happy Salmon is the simple, fast-paced card game for 3-6 players that gets everyone moving and laughing in under two minutes. Players simultaneously call out the actions "High-5", "Pound It", "Switcheroo", and "Happy Salmon". When two players match, they celebrate by performing the action together and discarding their card. The first player to discard all of their cards wins. If you want to up the insanity, get blue *Happy Salmon*, the original is green, so you can have up to 12 players!

FUNKY CHICKEN

Take all the excitement of *Happy Salmon*, add funky dance moves, pack it in a chicken, and you've got... *Funky Chicken*! You'll be spinning in place, hip-bumping, swinging with your partner and, of course, doing the iconic "Funky Chicken". Play *Funky Chicken* by itself or combine it with green *Happy Salmon* for even more happiness.

MONSTER MATCH

Monster Match is the screaming-fast game of catching cute, donut-eating monsters. Players roll the special "Monster Dice" and race to find a monster that matches the dice rolled. How fast can you find a monster with three eyes... or four arms? Just be faster than the other players to win donut points! But watch out... if you go too fast, you might catch the wrong monster and lose your donuts!

Alright gamers - enough of the serious number crunching, long term strategy stuff - it is time to get happy! Here's to new games, new genres, and to a happier 2018 for all of us.

...

Matt Mariani has worked for North Star Games for close to 10 years. A 30-year veteran in the game industry, Matt has developed and promoted hundreds of games, including Abalone, the Star Wars Customizable Card Game, Apples to Apples and Blink. In 2018, he's back at it by helping with the re-design of North Star's most popular games: Wits & Wagers and Say Anything.

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

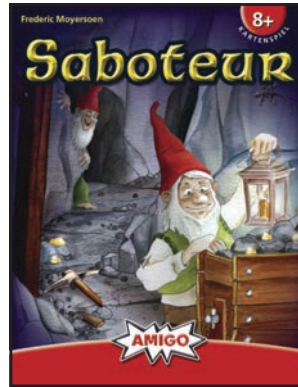


GAME TRADE MAGAZINE #221

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 221\$3.99

ART FROM PREVIOUS ISSUE

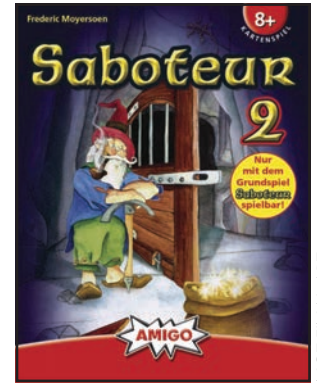


NOT FINAL ART

O/A SABOTEUR

You and your fellow dwarves are digging for gold in a maze of mining tunnels. But, beware! Some of the miners are saboteurs trying to foil your efforts and steal all your hard-earned gold! Now you must overcome cave-ins, broken lanterns, and busted pick-axes to find the mother lode!

AGI 5712.....\$15.00



NOT FINAL ART

O/A SABOTEUR 2 EXPANSION

The dwarves are still mining and the saboteurs are still lurking around. But, now the dwarves are divided into two squabbling and competing groups. They are joined by enough new dwarves for up to 12 players. The 'Boss' tries to help both groups, while the 'Profiteer' deals with everyone, and the Geologists hunt crystals rather than gold.

AGI 5713.....\$13.20

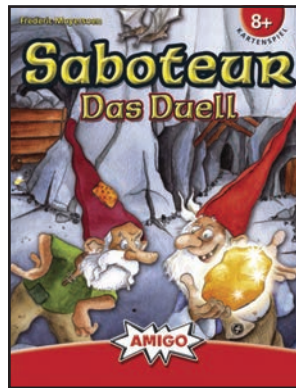
ALC STUDIO

SPOTLIGHT ON

HIGHLANDER: THE BOARD GAME

Highlander: The Board Game is a 2 to 6 player game in which each player takes on the role of an immortal. These mighty warriors live many lives throughout the centuries as they prepare for the gathering, a time in which they will be drawn to a distant land in order to fight to the death for "the prize". There can be only one! Scheduled to ship in August 2018.

ALC RHLH001.....\$35.00



NOT FINAL ART

O/A SABOTEUR: THE DUEL

Do Unto Others! Both dwarves have to choose: Will they build their tunnel together or try on their own? In either case, you'll need to sabotage your opponent at the right time. Play a broken pickaxe, a rock slide in the tunnel, or a locked door - the cleverer dwarf will gain the crucial advantage and gain the gold in this two-player version of *Saboteur*.

AGI 5716.....\$15.00

AMIGO GAMES

SPOTLIGHT ON

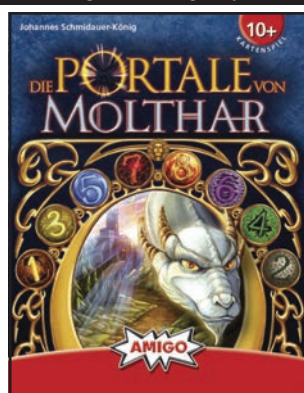


CIUB

In the epic quest for the Opus Magnum, players use strategy and cunning as they compete to earn magic spells... and take their rightful place as Ruler of the Wizards. A fast-moving strategy game with just the right amount of chance. Features 62 magical dice. Play a full game in under 45 minutes

AGI 18716.....\$19.99

OFFERED AGAIN



NOT FINAL ART

O/A PORTAL OF HEROES

For centuries, peace reigned over the world of Molthar - until the magician Ulfried destroyed the balance of Good and Evil with black magic! Darkness fell across the land, and the only hope remaining to the people of Molthar was an ancient prophecy that one day, when the time was right, a hero would emerge and free the world of darkness. Summon heroes of legend to your portals using diamonds and pearls of magical power in *Portal of Heroes*!

AGI 5717.....\$18.00

ARC DREAM PUBLISHING



DELTA GREEN RPG: A VICTIM OF THE ART

A Victim of the Art first appeared in the award-winning sourcebook *Delta Green: Countdown*. This new version has been revised for the rules and updated setting of *Delta Green: The Role-Playing Game*, with new color illustrations by the author. *A Victim of the Art* is playable with *Delta Green: Need to Know* or *Delta Green: Agent's Handbook*, available from Arc Dream Publishing. Scheduled to ship in June 2018.

APU 8119.....\$14.99



DELTA GREEN RPG: SWEETNESS

The Bernier family of Tampa, Florida, has been terrorized by a fire and weird graffiti. Police suspect a hate crime. The mark on the door, carved with a horn or a claw and smeared with blood and effluvia, makes *Delta Green* think otherwise. Agents must discover the connection between a loving family and an unnatural force that might claim them all. *Sweetness* is a scenario of mystery and horror for *Delta Green: The Role-Playing Game*, available from Arc Dream Publishing. Scheduled to ship in June 2018.

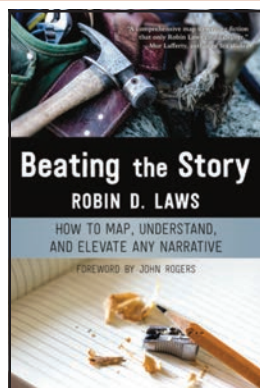
APU 8118.....\$14.99



**DELTA GREEN RPG: VISCID**

In *Delta Green: Viscid*, the Agents must keep a lid on a story that threatens to spin out into the public in all its unnatural detail. They must delve into the secrets of strange and lethal forces acting in secrecy all around them. They must follow a trail of carnage to a horrifying communion. As far as Delta Green is concerned, staying alive is the last of their priorities. *Delta Green: Viscid* is playable with *Delta Green: Need to Know* or *Delta Green: Agents Handbook*, available from Arc Dream Publishing. Deeper terrors still can be gleaned in *Delta Green: Handlers Guide*. Scheduled to ship in June 2018.

APU 8114 \$14.99

ATLAS GAMES**BEATING THE STORY
BY ROBIN D. LAWS**

Beating the Story, is a how-to-handbook that helps creators and critics see how stories work. It follows up and expands on the story beat system first described in the cult hit, *Hamlet's Hit Points*. In addition to providing four in depth analyses. *Beating the Story* gives copious and detailed creative guidance to aspiring and professional novelists, screenwriters, comics creators, and everyone else who needs to understand how stories work. Scheduled to ship in May 2018.

ATG GPW005 \$19.95

**FRIENDLY LOCAL GAME STORE
BY GARY RAY**

Friendly Local Game Store, is a book by *Quest for Fun* blogger, Gary Ray, about how to build the hobby game store your community deserves. It covers start-up costs and planning, the unique value proposition, an examination of hybrid stores, inventory management 101, running events, hiring and managing employees, navigating social media, and most importantly, how a game store can provide it's owner with a reliable, middle class income. Scheduled to ship in May 2018.

ATG GPW006 \$24.95

BROTHERWISE GAMES**BOSS MONSTER: RISE OF THE MINIBOSSES**

The Bosses are back, but this time there's a new challenger in town. Powerful Minibosses can be hired to enhance your dungeon by permanently modifying rooms. Earn Coins through effective use of all new Rooms and Spells. Use those Coins to power up your Rooms, or use them to promote your Minibosses to learn even deadlier abilities. *Rise of the Minibosses* gives players more options than ever before to craft the deadliest dungeon they can, and become the baddest Boss in the land.

BGM 017 \$24.95

BUSHIROAD**CARDFIGHT VANGUARD TCG: TRIAL
DECK DISPLAYS (6)**

Recreate the ability to call your allies as seen in the comics. You can power up your forces with the 'Imaginary Gift' system. The new generation of vanguard allows quicker play. Ability text is greatly shortened! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

AICHI SENDOU YCW YGEVTD0101 PI

TOSHIKI KAI YCW YGEVTD0102 PI

**CARDFIGHT VANGUARD TCG:
UNITE! TEAM Q4 BOOSTER
DISPLAY (16)**

With this booster alone, you can strengthen the 'Aichi Sendou' and 'Toshiki Kai' Trial Decks, and also form Oracle Think Tank and Nova Grappler decks. Featuring the new 'Imaginary Gift' system and new triggers that will bring your cardfights to new heights. Enjoy cardfighting with new cards from the animation. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGEVBT01 PI

**THE CASTER CHRONICLES: 3RD
WAVE BOOSTER DISPLAY (20)**

New students arrive at Morning Star Academy... Is this the beginning of a fierce new battle?! Each box of *The Caster Chronicles* Booster Pack 3rd Wave includes a special PR collaboration card, Urara Shiraishi, from the series "Yamada-kun and the Seven Witches". **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW TCCBP03 PI

**THE CASTER CHRONICLES: MAGICAL
DREAM 7 STARTER DISPLAY (5)**

The brilliant reveal of Morning Star Academy's Pop Idol Club! Everything you need to start playing *The Caster Chronicles* right away! *Magical Dream 7* is the idol deck comprised of all seven elements! Fifty card deck-Play sheet-Rule sheet-Game Manual (one of each item). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW TCCSD03 PI

**DRAGORNE TCG: SURGE OF
TITANS BOOSTER DISPLAY (20)**

The fourth *Dragoborne* booster *Surge of Titans* features cards from all of the five colors, allowing players to build all sorts of decks featuring dragons, angels, elves, demons, goblins, and more. Each *Surge of Titans* display contains 20 packs of 8 cards, of which 1 or possibly more cards will be of R rarity or above! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW DBBT04 PI

**FORCE OF WILL: REIYA CLUSTER -
WINDS OF THE OMINOUS MOON
BOOSTER DISPLAY (36)**

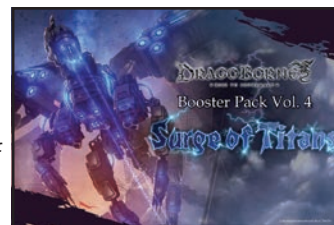
At long last, the Time Spinning Witch has appeared in our world. With the last of her power unsealed, Reiya heads to the decisive battle with unwavering determination. With that, a breeze from the future blows by. Familiar Mechanics such as Spirit Magic and Myster Counters Introduced in the *Reiya Cluster Starter Decks* will be carried over. New mechanics such as Auras and Time Will will be introduced. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 525298 PI

**FUTURE CARD BUDDYFIGHT TCG:
X2 SOLAR STRIFE BOOSTER
DISPLAY (30)**

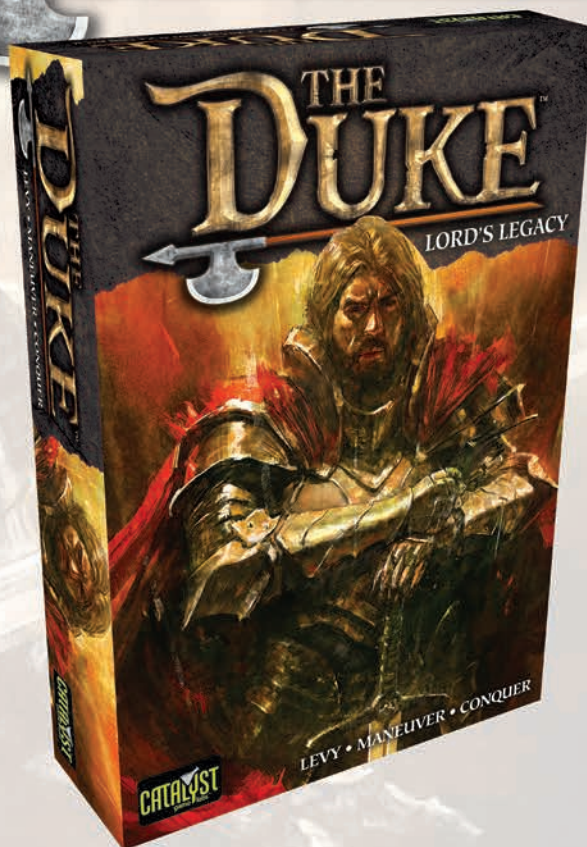
There's no better time than now to get a box for yourself! *Solar Strife* contains a high number of high rarity cards. This means more of your cards will come in the popular BR, SP, and RRR treatment! As such, we have adjusted the distribution of cards to accommodate this! You really don't want to miss out on *Solar Strife*! All these are formidable new cards to upgrade your *Sun Dragon* and *Dragon Zwei*, and *Disaster* decks. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW BFE2BT01A PI





THE DUKE™



LEVY, MANEUVER, CONQUER

The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!



CATALYSTGAMELABS.COM



WEISS SCHWARZ TCG: GURREN LAGANN BOOSTER DISPLAY (30)

Picking up from the Trial Deck+, this Booster Pack focuses on scenes from the rest of the anime, until the end of the season. Build a Team Dai-Gurren Deck! Or perhaps a Beastmen Deck! Or even an Anti-Spiral Deck! Multiple cards that strengthen the prowess of cards from the simultaneously released Trial Deck+. Scheduled to ship in July 2018.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404231 PI



WEISS SCHWARZ TCG: GURREN LAGANN TRIAL DECK + DISPLAY (6)

The characters from the impassioned *Gurren Lagann* make their entrance onto the blazing stage of *Weiss Schwarz*! Focusing on the start of Team Gurren's journey up to the first time they combine, this *Trial Deck+* even contains cards that will "fuse" together! Characters in this TD+ include: Simon the Digger! Yoko, the girl from the surface! Team Gurren's badass leader, that man of indomitable spirit, that paragon of masculinity, the mighty Kamina! Scheduled to ship in July 2018.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404224-D PI

CAPSTONE GAMES



CARTHAGO

Founded as a humble trading post by the Phoenicians, the city quickly grew into an important trade hub where precious goods from around the ancient world were traded. Players represent merchants who attempt to increase their wealth and influence while improving their status within the Merchant's Guild. Become the greatest merchant in Carthage by loading valuable wares, financing expeditions, and exerting influence in clever ways. Scheduled to ship in July 2018.

CSG CTG001 \$39.99

CATALYST GAME LABS

SPOTLIGHT ON

BATTLETECH: BEGINNER BOX

An introductory product containing everything players need to learn Mech vs. Mech combat! Includes plastic miniatures, map, rules, and record sheets. Scheduled to ship in June 2018.

CAT 35020 \$19.99

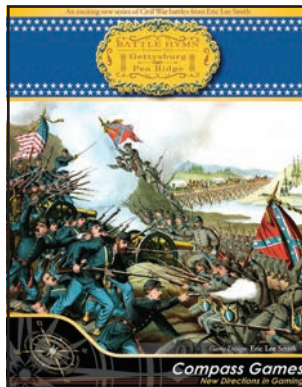


BATTLETECH: MAP SET

New terrain maps for the *BattleTech* game of armored combat. Scheduled to ship in June 2018.

CAT 35150 \$29.99

COMPASS GAMES



BATTLE HYMN: VOLUME 1 - GETTYSBURG AND PEA RIDGE

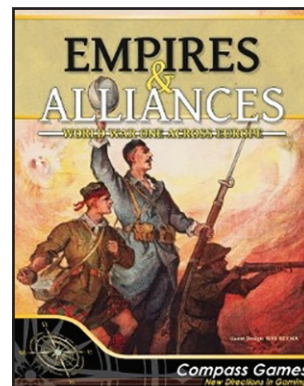
Battle Hymn Volume 1 includes two games: *Gettysburg: The Tide Turns* and *Pea Ridge: The Struggle for Missouri*. *Battle Hymn* is a new brigade-level system based upon the latest research into Civil War combat. Designed by Charles S. Roberts Award-winning designer Eric Lee Smith. Scheduled to ship in March 2018.

CPS 1058 \$79.00

EMPIRES AND ALLIANCES

Empires and Alliance is a strategic level simulation of the First World War. Players command the Central Powers and Allied forces that fought in Europe from 1914 to 1918. The map runs from the French Atlantic ports to Moscow and Rostov in the east. The map includes St. Petersburg in the north and Italy, Greece, and the portion of the Ottoman Empire that encompasses modern day Turkey in the south. There are off board Boxes for the Caucasus and the Middle East. Terrain types include forests, swamps, mountains, rivers (along hexsides), lakes, and major and minor cities. Scheduled to ship in March 2018.

CPS 1057 \$99.00



CREATIVE GOODS COMPANIES



CATAN: CITIES & KNIGHTS WOOD BASE SETS

Scheduled to ship in June 2018.

BLUE CGC 02062 \$7.00
BROWN CGC 02065 \$7.00
GREEN CGC 02066 \$7.00
ORANGE CGC 02064 \$7.00
RED CGC 02061 \$7.00
WHITE CGC 02063 \$7.00



ROBBER SUPER 7 MAGNET

Scheduled to ship in June 2018.

CGC 39101 \$3.50



GALAXY SERIES PLAY MATS

Scheduled to ship in June 2018.

MERCURY 14"x24" CGC 31013 .. \$17.00
MERCURY 36"x36" CGC 31016 .. \$55.00
VENUS 14"x24" CGC 31023 \$17.00
VENUS 36"x36" CGC 31026 \$55.00



ROBBER TIME WINDOW STICKER - GREY

Scheduled to ship in June 2018.

CGC 39001 \$1.50

In *Pictomania* each player is assigned a word to draw. Your goal is to guess the other players' words while drawing your own. That's right: Everyone is drawing and guessing simultaneously! No one has time to draw a complex masterpiece. The player who can sketch the essence of a word with a few lines will have more time to figure out the other players' drawings. The simple scoring system rewards you for a drawing that is easy to guess as well as for guesses made quickly and accurately. But regardless of your score, you are certain to get a laugh out of your fellow players' drawings.

October 2010 SPECIAL ADVERTISING SECTION

Strategy & Tactics Quarterly

CAESAR
VENI • VIDI • VICI

This issue covers Caesar as well as profiling figures that are still known to us today – Cleopatra, Spartacus, Cicero, and many more. This issue includes maps, battle diagrams, and descriptions of weapons of the Roman world. It also includes a map poster depicting the campaigns of Caesar. Scheduled to ship in March 2018.

WORLD at WAR

THE STRUGGLES & FACTS OF WORLD WAR II

PEAKS OF THE CAUCASUS

MAY 1995 \$4.99

Peaks of the Caucasus simulates the German offensive in the southern Soviet Union in 1942 and the ensuing Soviet Counteroffensive. The German objective was initially the Caucasus oilfields, but the campaign turned into a struggle for the city of Stalingrad on the Volga. The game uses a variant of the Boots system to model higher echelon command-control and logistics, and their impact on the theater of operations. The map is divided into two sectors: Stalingrad and the Caucasus. Scheduled to ship in July 2018.

ISSUE #42 NOVEMBER 2015

**Strategy
& Tactics
Quarterly**

**AMERICA
IN WWI**

George Patton, and Homer Lea, plus a map poster. Scheduled to ship in June 2018.

Calliope
Games

www.CalliopeGames.com

Roll for it!
The Roll It! Match It!
Score It! Game

Roll for it!
The Roll It! Match It!
Score It! Game

Roll for it!
The Roll It! Match It!
Score It! Game

*Perfect games for
friends and family!
Share in the fun!*

*Perfect games for
friends and family!
Share in the fun!*

EXPLODING KITTENS

**EXPLODING KITTENS PARTY PACK**

Exploding Kittens Party Pack comes with the original Exploding Kittens deck, the Imploding Kittens Expansion Deck and 10 new cards. Scheduled to ship in April 2018.
EKG 1PP.....PI

**YOU'VE GOT CRABS**

You've Got Crabs is a team-based party game focused on passing secret signals to your teammates without getting caught by the other players. The cards feature original art by The Oatmeal and a new game design by Elan Lee. Ages 7 and up. Scheduled to ship in April 2018.

EKG CRABS-CORE.....PI

**YOU'VE GOT CRABS: IMITATION CRAB EXPANSION KIT**

You've Got Crabs is a team-based party game focused on passing secret signals to your teammates without getting caught by the other players. The cards feature original art by The Oatmeal and a new game design by Elan Lee. The new Imitation Crab Card acts as a wild card in *You've Got Crabs*. Any player holding the card must also wear two glorious crab claws on their hands. The wild card makes it easier to get four of a kind, but the claws make it impossible to hold the cards. Is the advantage worth the ridicule? Scheduled to ship in April 2018.

EKG CRABS-1EXP.....PI

FANTASY FLIGHT GAMES



FEATURED ITEM

**ANDROID NETRUNNER LCG: REIGN AND REVERIE EXPANSION**

Reign and Reverie is a 156 card-expansion featuring new tools for all ten factions in *Android: Netrunner The Card Game* while exploring the urban metropolis of ChiLo, a beacon of light in the Midwest. This includes a new identity for all seven major factions, a new console for every major runner faction, and new agendas for every corp. With these powerful new tools, the game of *Android: Netrunner* will never be the same. Scheduled to ship in June 2018.

FFG ADN56 \$29.95



FEATURED ITEM

**ARKHAM HORROR: THE DEEP GATE HARDCOVER**

What secrets lie drowned in Devil's Reef? And how might Silas Marsh's nightmares be connected to the end of the world? Written by award winning author Chris A. Jackson, *The Deep Gate* pursues the truths submerged beneath the waves. Over the course of 96 pages, it follows Silas Marsh and desperate librarian Abigail Foreman as they explore why her ancient and mysterious tome, the *Prophesiae Profana*, which points to a stellar event foretelling the apocalypse, should have painted in its margins the very same creatures that haunt Silas's dreams. *The Deep Gate* also comes with a 16-page full-color insert, as well as five new cards for the cooperative Living Card Game *Arkham Horror: The Card Game*, exclusive to this product. These include alternate art investigator and mini cards for Silas Marsh, along with two Silas Marsh signature cards. These signature cards can replace the standard Marsh signature cards and afford players an alternate way to bring Marsh into any investigation. Scheduled to ship in June 2018.

FFG NAH13 \$14.95



FEATURED ITEM

**ARKHAM HORROR: THE DIRGE OF REASON HARDCOVER**

Lake house destroyed. Thirty-eight dead. Cause unknown. *The Dirge of Reason* throws Federal Agent Roland Banks into the deep end in a case riddled with mystery and chaos. Roland has always done things by the book, but the book has very little to say about ancient myths and wrathful gods. Written by renowned author and game designer Graeme Davis, *The Dirge of Reason* follows the twists and turns of Roland's investigation for 96 pages, and you'll find excerpts of the books, newspapers, missives, and other text related to the case compiled and given a life of their own in a 16-page full-color insert. *The Dirge of Reason* also comes with five new cards for the cooperative Living Card Game *Arkham Horror: The Card Game*, exclusive to this product. These include alternate art investigator and mini cards for Roland Banks, along with two new Roland Banks signature cards, which afford players an alternate way to bring Roland into any investigation.

FFG NAH11 \$14.95

A NEW PATH TO YOUR DESTINY



STAR WARS DESTINY RIVALS DRAFT SET

Star Wars: Destiny Rivals Draft Set
SWD06 | \$14.95

FANTASYFLIGHTGAMES.COM/SWDESTINY

Two New Ways to Play!

Draft

Sealed



+



x6



+



x8

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FEATURED ITEM



ARKHAM HORROR: TO FIGHT THE BLACK WIND HARDCOVER

Not all patients can be cured—or want to be. Written by Jennifer Brozek, *To Fight the Black Wind* follows psychologist Carolyn Fern's attempts to treat Josephine Ruggles, an heiress whose nightmares leave glyph-shaped wounds across her back. Miss Ruggles's case is unusual, even for an institution like Arkham Sanatorium, but it takes an even stranger turn after Josephine claims to have met one of Carolyn's former patients—a man who was brutally murdered... in her dreams. Over the course of 112 pages, *To Fight the Black Wind* braves to enter the realm in which these dreams take place,

and it affords readers an even deeper immersion through its 16-page full-color insert, featuring Carolyn Fern's illustrated dream journal, as well as other select, in-universe artifacts. Scheduled to ship in May 2018.

FFG NAH14 \$14.95



FEATURED ITEM

ARKHAM HORROR LCG: THREADS OF FATE MYTHOS PACK

Recover a priceless relic in the Threads of Fate, the first Mythos Pack in the Forgotten Age cycle for Arkham Horror: The Card Game! After the Relic of Ages is stolen, you must choose which leads to follow to uncover the guilty party and find the artifact. You can only hope you are not already too late; there is no telling what will happen if it falls into the wrong hands! Scheduled to ship in June 2018.

FFG AHC20 \$14.95



FEATURED ITEM



A GAME OF THRONES LCG: 2ND EDITION - THE SHADOW CITY CHAPTER PACK

Darkness falls across the world of *A Song of Ice and Fire*. The Shadow City marks the beginning of the fifth cycle of Chapter Packs—the *Dance of Shadows* cycle. Here, you'll find the story advancing into the pages of *A Dance with Dragons* and the return of a beloved mechanic from the game's first edition: shadows. Throughout this expansion and the rest of the cycle, you'll find characters, locations, attachments, and events emblazoned with the shadow keyword. Assassins, spies, conspirators, and secrets hide in the twilight, ready to spring into view. Every faction must embrace the darkness and the path of shadows—or fade into obscurity. Scheduled to ship in June 2018.

FFG GT31 \$14.95



FEATURED ITEM



LEGEND OF THE FIVE RINGS LCG: HONORED DUEL TWO-PLAYER GAMEMAT

Bring honor to your conflicts with the Honored Duel Two-Player Gamemat for Legend of the Five Rings: The Card Game. The 26 x 36 Gamemat features both a backdrop of Rokugan and templates that

guide two-players on where to set their cards during play. This not only enhances the immersion of Legend of the Five Rings: The Card Game, but also gives players the tools they need to both learn the game and keep it organized. Scheduled to ship in June 2018.

FFG FFS79 PI



FEATURED ITEM

THE LORD OF THE RINGS LCG: ATTACK ON DOL GULDUR STANDALONE QUEST

Rally your heroes for an epic battle with the servants of Sauron in Attack on Dol Guldur! This unique scenario for *The Lord of the Rings: The Card Game* can be played in both standard and epic multiplayer mode, expanding your adventures like never before. Battle trolls, wargs, and sorcerers, and lay siege to the dreaded stronghold of Sauron!

FFG UMEC74 PI



FEATURED ITEM



STAR WARS DESTINY: WAY OF THE FORCE BOOSTER PACK DISPLAY (36)

Return to the stunning, 'what if' battles of Star Wars: Destiny with Way of the Force, a new set of booster packs featuring 160 brand new cards! Within Way of the Force, players will revisit many of the saga's most iconic characters in fresh new ways, focusing on their unique equipment, abilities, and tactics. The set includes the most expensive support yet to enter the game, a new way to bring back a defeated character, and a rare battlefield that comes complete with its own die. Furthermore, look for mechanics introduced in the newest base set, Legacies, to be expanded upon, such as plot cards that can completely change how you play the game. Scheduled to ship in June 2018.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD12-D \$107.64



FEATURED ITEM

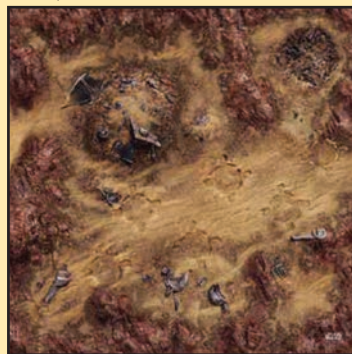
**STAR WARS: LEGION - BARRICADES PACK**

Decorate your games with more terrain and provide cover for your troopers with the Barricades Pack for Star Wars: Legion! Within this expansion, you'll find eight unpainted barricades, identical to the barricades included in the Star Wars: Legion Core Set. By doubling your supply of barricades, you can create even more variety in your battles, sprinkling barricades across the field and providing places for units on either side to hunker down and take refuge from enemy fire. Either way, the Barricades Pack invites you to bring a little more Star Wars flavor into your planetary battles. Scheduled to ship in June 2018.

FFG SWL17 \$14.95



FEATURED ITEM

**STAR WARS: LEGION - DESERT JUNKYARD GAMEMAT**

The *Desert Junkyard Gamemat* is a 3' x 3' slip-resistant mat that makes the perfect battlefield for the epic infantry engagements of *Star Wars: Legion*. Furthermore, you can combine this with the *Desert Ruins Gamemat* to create a 3' x 6' space, perfect for a full game of epic battles. Enter the battlegrounds of *Star Wars: Legion* today! Scheduled to ship

in June 2018.

FFG SWS46 PI



FEATURED ITEM

STAR WARS: LEGION - DESERT RUINS GAMEMAT

The *Desert Ruins Gamemat* is a 3' x 3' slip-resistant mat that makes the perfect battlefield for the epic infantry engagements of *Star Wars: Legion*. Furthermore, you can combine this with the *Desert Junkyard Gamemat* to create a 3' x 6' space, perfect for a full game of epic battles. Enter the battlegrounds of *Star Wars: Legion* today! Scheduled to ship in June 2018.

FFG SWS47 PI



FEATURED ITEM

**STAR WARS: LEGION - PRIORITY SUPPLIES BATTLEFIELD EXPANSION**

Bring your battlefield to life with the twelve new objective miniatures introduced in the Priority Supplies Battlefield Expansion for Star Wars: Legion! Here, you'll find an assortment of comms stations, vaporators,

and crates that you can use to mark objectives or simply use as terrain to decorate your battlegrounds. As these miniatures reshape the physical surface of your battles, three new battle cards give you new options for objectives, deployment, and conditions. With the miniatures and cards in the Priority Supplies Battlefield Expansion, you can reshape your games of Star Wars: Legion and enter the Galactic Civil War like never before. Scheduled to ship in June 2018.

FFG SWL16 \$24.95

FASA GAMES

**1879: LONDON, OR THE HAUNTED CITY**

This volume describes the London of 1879's alternate history in massive detail. Geography walks through every borough and provides game-ready locations and Adventure Hooks. At the end is a complete adventure, *Baby Boojum*, in which a kidnapping goes hysterically wrong. Scheduled to ship in June 2018.

FAS 52201 \$31.99

FLYING LEAP GAMES

WING IT: THE GAME OF EXTREME STORYTELLING

Scheduled to ship in March 2018.

HPS FLP95049040 \$24.99

GALE FORCE NINE

**DUNGEONS & DRAGONS RPG: CARD DECKS**

Scheduled to ship in June 2018.

MAGIC ITEM (292 CARDS)

GF9 73925 \$29.99

MONSTER - CHALLENGE 0-5

(268 CARDS)

GF9 73923 \$24.99

MONSTER - CHALLENGE 6-16

(125 CARDS)

GF9 73924 \$14.99

TANKS

Scheduled to ship in May 2018.

**BRITISH ARMoured FIST DICE SET (6)**

GF9 TANKS60 \$4.90

FLYING FROG PRODUCTIONS

**SHADOWS OF BRIMSTONE MISSION PACKS**

Scheduled to ship in March 2018.

BLACK FANG TRIBE

FFP 07MP04 \$39.95

THE LOST ARMY

FFP 07MP03 \$44.95



BRITISH CHURCHILL III
GF9 TANKS62.....\$9.99



BRITISH PRIEST (RHA)
GF9 TANKS63.....\$9.99



BRITISH SHERMAN II
GF9 TANKS59.....\$9.99



BRITISH VALENTINE II/III
GF9 TANKS58.....\$9.99

**ITALIAN DESERT
GAME MATS 36" X 36"**

- 1 GF9 TANKS57.....\$28.60
2 GF9 TANKS61.....\$28.60
3 GF9 TANKS64.....\$28.60



ITALIAN DICE SET (6)
GF9 TANKS56.....\$4.90



ITALIAN M14/41
GF9 TANKS54.....\$9.99



ITALIAN SEMOVENTE
GF9 TANKS55.....\$9.99

GEMSTONE



**THE OVERSTREET GUIDE TO
COLLECTING TABLETOP GAMES**

Tabletop gaming of all kinds is bigger than ever, and Gemstone Publishing's latest 'how to' book is here to provide an in-depth look at this booming hobby. *The Overstreet Guide to Collecting Tabletop Games* takes a look at tabletop games of all kinds, from pen-and-paper role-playing experiences to collectible card games, from modules to miniatures, and everything in between. This guide includes the history of tabletop adventures and other board games as well as a look at what makes them so collectible, plus interviews with veteran industry pros and seasoned collectors alike. Scheduled to ship in June 2018.

DIA STL068137PI

GRAIL GAMES



**KASHGAR: MERCHANTS
OF THE SILK ROAD**

In *Kashgar*, players trade different spices that are coming over the silk road from Asia to Europe. Each player has control over three caravans. In the beginning, each caravan consists of three cards that are spread out vertically so that the top part of each card is visible; each card stands for a caravan member with different abilities. Simple, yet so much fun and lots of strategies to explore. Scheduled to ship in May 2018.

IMP GRL2333\$39.99

GIOCHIX.IT

SAMHAIN

Scheduled to ship in June 2018.

HPS GX033\$19.99

HABA USA



BOOM, BANG, GOLD

Boom, Bang, Gold is an exciting game with plenty of action in which speed and a good eye are important. The person who manages to collect the most nuggets in their gold chest at the end of the day wins the fast-paced hunt for gold. Players can play action tiles to flip over extra tiles, throw an extra piece of dynamite, duel with another player, and more. After twelve rounds, whoever has the most gold wins! Scheduled to ship in May 2018.

HAB 303337\$29.99



IQUAZU

Each turn in *Iquazú*, players either draw four cards or play cards of a single color from their hand to place one of their gems in an empty space on the board the same color as the cards they played. If you place in the leftmost column, you play only one card, in the secondmost left column, two cards, and so on. The last player in turn order adds a water droplet to the highest empty spot in the leftmost column after their turn. Scheduled to ship in May 2018.

HAB 303441\$49.99

HASBRO



BOGGLE

Earn points by spotting words your friends don't before time runs out. Shake the grid to mix up the letter cubes. Then lift the lid and flip the timer. Players have 90 seconds to write down as many words as they can find on the grid before time is up. At the end of the round, score the words. If two or more players find the same word, that word doesn't count. The player with the highest score wins. Game comes in an easy to store travel case for both timer and dice. Includes *Boggle* grid base and lid, 16 letter cubes, sand timer, and instructions. Scheduled to ship in February 2018.

MLB C2187PI



CRANIUM

The *Cranium* Game is outrageous fun and gives players a chance to show off their talents! Players team up to cruise around the board completing activities in 4 color-coded categories: Creative Cat, Data Head, Star Performer, and Word Worm. One team picks a card from the category that matches their space on the board, and must successfully complete the activity before time runs out. Spelling a word backwards, drawing with their eyes closed, and solving a puzzle are just a few of the activities they might do. The first team to reach the *Cranium* Central space and complete one last challenge wins! Scheduled to ship in February 2018.

MLB C1939PI

COINHOLE

It's the tabletop coin-bouncing party game! Players bounce the included *Coinhole* coins onto a table as they attempt to sink them through the *Coinhole* board hole. Multiple gameplays allow players to compete individually or in teams. With the *Coinhole* game, turn a tabletop into an instant party! Scheduled to ship in February 2018.

MLB C3810PI



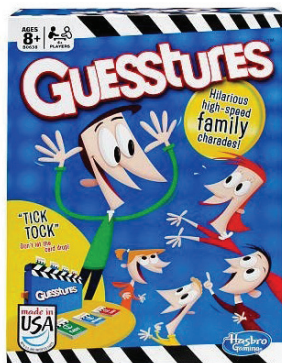
DISNEY SONG CHALLENGE

Grab some Disney movie and TV show super fans and play the Disney Song Challenge. It's time for players to show off Disney song skills and prove they are the Disney champion! The *Disney Song Challenge* is a game that tests a players' Disney song expertise. A card is flipped over from the deck, revealing a Disney movie or TV show. The first player to jump up and sing a song from the movie or show wins the card! But, if the player messes up the song, the player must spin the Wheel of Fun-sequences and perform a silly action! Most of the Fun-sequences are Disney-themed-impersonation of a Disney character. First player to earn five cards wins! Scheduled to ship in March 2018. MLB E1872..... PI



HEARING THINGS

Who knows what's going to come out of your teammate's mouth? The *Hearing Things* game, Hasbro's twist on the online viral "Whisper Challenge" sensation has you guessing what you think your teammate is saying by reading their lips. One player puts on the speech-cancelling electronic headphones and the other player says the random phrase shown on the card such as, "Pigeons like to cuddle" or "You're the champ of the camp". The game headphones limit the player's ability to hear what their teammate is saying out loud, and the player has to figure it out to earn the card. The player with the most cards wins. Scheduled to ship in February 2018. MLB C3379..... PI



GESSTURES

Act and guess as fast as you can in this hilarious, high-speed *Guesstures* game! All you have to do is pop four cards into the Action Timer, then set it and start acting fast! The words may look easy, but you only have a few seconds to use classic charades techniques to get your team to guess each one. Did your team guess right? Then you've got to grab the card out of the slot before it gets "munched" by the Action Timer! Easy cards are worth 1 point, Medium cards are worth 2, and Hard cards are worth 3. When the game's over, will your team have enough points to win? Scheduled to ship in February 2018. MLB B0638..... PI



JENGA PASS CHALLENGE

Take the classic *Jenga* game "off the table" with the *Jenga Pass Challenge* game. Stack *Jenga* wooden blocks on the platform to build the tower then remove one block at a time while holding one of the platform handles. It takes a steady hand when removing the blocks and passing the platform to opponents be carefull or the *Jenga* tower will come crashing down! Be the last player to successfully stack a block and pass the platform without causing the tower to crash. The platform has two handles and comes with a stabilizing stand. Scheduled to ship in March 2018. MLB E0585..... PI



MONOPOLY: CHEATER'S EDITION

A *Monopoly* game that bends the rules! What can you get away with? Lean into those iconic (yet unspoken) *Monopoly* moments in which rules are "bent", money is "borrowed" and funny business is welcomed. Creative suggestions on the board, cards, and rules encourage players to express their inner cheater to own it all. Complete a cheat to get a reward, but fail a cheat and pay the consequences! Pretend handcuffs leave players "chained" to the board until they're released. Scheduled to ship in June 2018. MLB E1871..... PI

WHY DO YOU PLAY?

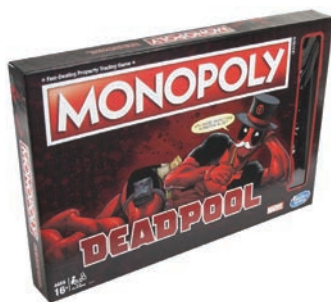
DOUBLE FEATURE

THE MOVIE GAME FOR EVERYONE!

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TO HAVE FUN!

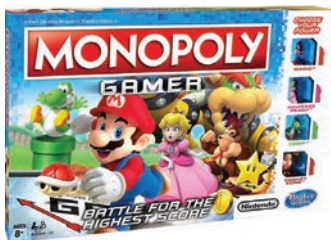
www.renegadegames.com



MONOPOLY: DEADPOOL

Deadpool meets the *Monopoly* game — like peanut butter and fried trout, it's a perfect match! In the *Monopoly: Deadpool Edition* game players build their own team of Mercs for Money as they purchase the contracts of the world's best mercenaries. Some are Deadpool's allies, some are Deadpools from alternate universes, and one is just Deadpool in a maid outfit. Other players have to pay a fee when they land on Mercs. Get ready to wheel and deal, buy vehicles like a chimichanga truck, and steal friends' stuff with the Cheap Shot And Low Blow spaces. Scheduled to ship in February 2018.

MLB E2033..... PI



MONOPOLY: GAMER

It's the *Monopoly* game with a Nintendo twist as it joins forces with beloved Nintendo video game characters. Instead of standard *Monopoly* tokens, the game features Super Mario characters, each with their own special powers within gameplay. Play as Mario, Princess Peach, Yoshi, or Donkey Kong. Finish the game by defeating Bowser at the end! It's not just about money in this game; players earn points by buying Properties, collecting Coins, and beating Bosses. The player with the highest score wins the game. Scheduled to ship in February 2018.

MLB C1815..... PI



MONOPOLY: GAMER COLLECTOR'S EDITION

It's the *Monopoly* game with a Nintendo twist as it joins forces with beloved Nintendo video game characters. It's not just about money in this game; players earn points by buying Properties, collecting Coins, and beating Bosses. This exclusive edition features a Bowser token and character card with unique *Monopoly* game abilities. Scheduled to ship in February 2018.

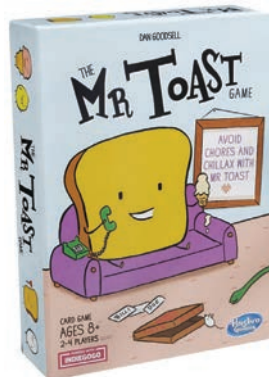
MLB C2127..... PI



MONOPOLY: STAR WARS - 40TH ANNIVERSARY EDITION

It's the Fast-Dealing Property Trading Game taken to a galaxy far, far away! Celebrate the 40th anniversary of the original *Star Wars* movie with this special edition of the *Monopoly* game. Players can relive the story of *Star Wars: A New Hope* as they travel around the board. Collect memorable scenes and iconic ships inspired by the 1977 movie. Scheduled to ship in February 2018.

MLB C1990..... PI



MR. TOAST

It's the *Mr. Toast Game* — the 2015 winner in Hasbro's *Next Great Game Challenge*! Hasbro teamed up with IndieGoGo to invite designers and inventors to come up with new game ideas, and Mr. Toast was chosen from over 500 different entries. It's a hilarious and fast-paced card game that lets the comic character, Mr. Toast, be irresponsible by playing fun Recreation cards, or players can saddle opponents with Responsibility cards causing poor Mr. Toast to miss out on the fun. You'll love entering the family-friendly world of Mr. Toast and his friends including Mope the Onion, Shaky Bacon, and his best friend Joe the Egg. So, chillax and avoid the chores with Mr. Toast. Scheduled to ship in February 2018.

MLB C0207..... PI



PAYDAY

Gather the family together to play this game of handling finances. *Pay Day* comes at the end of the month, and to make it there without going broke, players will have to manage their money wisely. Try to stack up the cash by finding bargains and selling them for a profit. Take out loans if necessary, and watch out for those bills. The player who can make — and hang on to — the most cash wins! Scheduled to ship in March 2018.

MLB E0751..... PI



PIT CLASSIC

Shout out and swap cards fast in this frenzied commodity trading game! At the ring of the bell, everyone plays at once! Players trade cards from their hands as they try to collect nine of the same commodity cards. Got nine of a kind? Ring the bell to win! The first player to win three rounds wins the game. Add more risk to your trading with the Bull and the Bear cards! Scheduled to ship in March 2018.

MLB E0890..... PI



POUR TASTE

In the hilarious *Pour Taste* game, players choose six ingredients (ingredients not included) and fill each cup with one of them. Then, each player takes a turn spinning the spinner. The spin will tell the player which ingredients to mix up — or whether to choose another player to drink, steal chips, or go bankrupt. Will the drink taste ok or totally gross? It's up to the player to decide whether or not they will drink up. Every time a player drinks from a cup, they earn a chip. If they decide not to drink the concoction, they lose a chip. The first player to get four chips wins. Scheduled to ship in February 2018.

MLB C2131..... PI



SCRABBLE DELUXE

It's the classic game of *Scrabble* with *Deluxe* features! You can take your game to the next level with this *Deluxe Edition* game. The wheeled gameboard turns so nobody has to read the board upside down, and its non-slip grid keeps the tiles in place. When the game is over, you can store it in the handy carry case! Get ready to word up with *Deluxe Edition Scrabble*! Scheduled to ship in February 2018.

MLB A8769..... PI



SIMON CLASSIC

Get ready to watch, remember, repeat! The *Simon* game is the exciting electronic game of lights and sounds in which players must repeat random sequences of lights by pressing the colored pads in the correct order. It's fast-paced play, with lights and sounds that can challenge you. Experience the fun as you repeat the patterns and advance to higher levels. Keep track of your score as you challenge friends or try to beat your own high score. Scheduled to ship in February 2018.

MLB B7962..... PI



SIMON: STAR WARS - DARTH VADER

The *Simon Star Wars Darth Vader* game features a game unit designed like the legendary *Star Wars* character, Darth Vader. Players need to remember and repeat the patterns but now they will have to follow along with the sounds and repeat in correct order by pressing the pads on Darth Vader's mask. It's fast-paced play, with lights and sounds that can challenge players as they watch, remember, and repeat to stay in the game. The flashing lights and sounds feature "The Imperial March" and the *Star Wars* main theme. Scheduled to ship in February 2018.

MLB C0949..... PI



SPEAK OUT: KIDS VS. PARENTS

Players try to say different phrases while wearing a mouthpiece that won't let them shut their mouth. Parents pick from the Parents deck of cards, filled with phrases parents might say to kids such as "This playroom is a positive pigsty!" Kids get to choose from the Kids deck filled with things kids might say such as "What a bummer, brother." Players read the phrase as best as they can to their teammates, but it's not so easy to do as the timer counts down and the mouthpiece is hindering them from forming words correctly. Scheduled to ship in February 2018.

MLB C3145..... PI



STRANGER THINGS EGGO CARD GAME

Play as one of the characters from original Netflix series, *Stranger Things* in the *Stranger Things Eggo Card Game*! Play as Will, Mike, Lucas, Dustin, Eleven, Hopper or Barb! Each card played can either send a player's character to the upside down, make an opponent draw two cards, reverse the order of play, summon the Demogoron, or cause a rift that sends everyone who was Right Side Up to the Upside Down, and vice versa! Players must escape from the Upside Down and get rid of all their Eggo cards before the Demogoron attacks. Succeed, or be toast! Scheduled to ship in February 2018.

MLB C4548 PI



STRANGER THINGS MONOPOLY

In this Monopoly game inspired by the Netflix Original Series, *Stranger Things*, Will Byers has gone missing. Players choose an 80s-inspired token or one "ripped from the Upside Down" to move around the board trying to find him. Pretend to search the town of Hawkins and buy, sell, and trade locations and vehicles from the show. Who will win the game and avoid getting trapped in the "Upside Down?" Scheduled to ship in February 2018.

MLB C4550 PI



STRANGER THINGS SCREEN TEST GAME

Fans of the popular Netflix original series, *Stranger Things*, can put their viewing skills to the test with this exciting game to be played while watching! P Listening skills will be challenged as players eagerly await for phrases such as "monster hunting" or "bad men are coming." Some cues are single appearances and some are more generic and open for interpretation, allowing for healthy debate. Earn points when something onscreen matches the cue on a card — and subtract points for leftover cards. The player with the most points after each episode wins. Who will win the most episodes to be the *Stranger Things* super fan? Scheduled to ship in February 2018.

MLB C4547 PI



STRANGER THINGS QUIJA

Turn your world upside down with this *Stranger Things* themed Quija Board by Hasbro and Mystifying Oracle. Grab your friends and gather around. Ask questions about the strange events that rocked the town of Hawkins, Indiana, in 1983. Maybe an otherworldly power from Upside Down or the spirit of Barb is listening! Scheduled to ship in February 2018.

MLB C4549 PI



STAR WARS HEAD HINTS

Who is strongest with the Force? Imagine entering the universe of Star Wars in this intergalactic version of the Head Hints game and choose to play as Luke Skywalker, Yoda, Princess Leia, or Chewbacca. Players try to guess the mystery card that's placed in their *Star Wars* character mask so they can boost their Force strength and become Clue Commander to help others guess their cards. But be careful...Darth Vader tokens take Force points away! The spinner will land on one of 5 different ways to give clues including acting it out, breathing like Darth Vader, or even doing a Yoda impression. Scheduled to ship in February 2018.

MLB C2125 PI



STAR WARS YANTZEE DUELS

Get ready for a duel! It's Rey vs. Kylo Ren in this intergalactic version of the Yantzee game. The Force is strong but who is stronger? Players match the symbols on their opponent's Force shield, as they try to penetrate all 4 pieces. Clear a path and deliver a final strike to win! Will the light or dark side of the Force prevail in this exciting dice-rollin' Star Wars battle game? Scheduled to ship in February 2018.

MLB C2110 PI



TABOO

It's the exciting *Taboo* game that keeps players on the edge of their seats! Players try to get teammates to say the Guess word on the card without using any of the *Taboo* words in the clues. If the describer says a *Taboo* word listed on the card while giving the clues, they'll get interrupted with the electronic buzzer and lose a turn. Players keep the cards that were guessed correctly, and the team with the most cards wins the game. With 400 double-sided cards in this *Taboo* game, players will have plenty of words to choose from as they race against the clock to give teammates the best descriptions and clues possible. Scheduled to ship in February 2018.

MLB E2616 PI



TABOO - MIDNIGHT

Experience unspeakable late night fun with the *Midnight Taboo* game, the adult-rated edition of the popular game of forbidden words. Get your team to guess the target word on the card, but you can't use any of the forbidden words in your clues, or your opponents will buzz the buzzer and you'll lose your turn. Be prepared for hilarious moments as you race against the clock to give your team the best descriptions and clues possible. The team with the most points at the end of the game wins the glory! Scheduled to ship in February 2018.

MLB C0418 PI



TROUBLE: CARS 3

It's demolition derby time with this Disney Pixar *Cars 3* edition of the *Trouble* game! Lightning McQueen has been challenged by the Crazy 8 Racers to compete in a demolition derby at Thunder Hollow Speedway. Players bump opponents back to the pits, move through speed zones, get stuck in pileups, and get help by rolling Miss Fritter and having her in their corner. The first player to get all four of their cars home wins! Scheduled to ship in February 2018.

MLB C1772 PI



TRIVIAL PURSUIT CLASSIC

Gather your friends to play the trivia game that started it all! *The Classic Edition* of this *Trivial Pursuit Game* is the same gameplay you know and love, only with a 1980's retro appearance! Featuring classic gameplay and gameboard, this game contains 2,400 questions in six categories: Geography, Entertainment, History, Art and Literature, Science and Nature, and Sports and Leisure. Players move around the board answering questions. The first player to collect six different colored wedges and answer a final question correctly wins! Scheduled to ship in February 2018.

MLB C1940 PI



TWISTER: TROLLS

The iconic game that ties you up in knots meets the world of DreamWorks *Trolls*! Get ready for a twisting, tangling, dancing, hair-raising good time with the DreamWorks *Trolls* edition of the *Twister* game. With special *Trolls* moves, the game keeps players on their toes! Scheduled to ship in February 2018.

MLB C2095 PI

IDW GAMES



DEATH NOTE CONFRONTATION

Death Note Confrontation, is a two player game in which one player takes on the role of L, trying to locate and capture Kira, and the other player is Kira, punishing those he sees deserving of the ultimate penalty. Each player uses their character's specified notebook and either, as L, reveals criminal targets, and to systematically locate Kira, or, as Kira, eliminates those targets in order to gain enough victory points to win.

IDW 01423 \$29.99

**SONIC THE HEDGEHOG
CRASH COURSE**

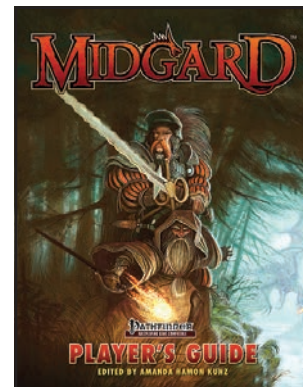
Sonic, Tails, Knuckles, and Dr. Ivo Eggman Robotnik, are on a crash course for the Chaos Emeralds! Speeding through the classic Green Hill Zone, players race to be the first player to collect the most Chaos Emeralds! If you want to take the victory, then you gotta go fast!

IDW 01484\$29.99

**PATHFINDER RPG:
MIDGARD GM SCREEN**

This durable, four-panel Game Master's Screen features lavish art, a glorious map of Midgard, and a hoard of useful tables! Perfect to keep your game running smoothly. The landscape screen makes it easy for you to see the table of play, while keeping your own notes and die rolls hidden. More than 20 tables inside provide support for all levels of GM ability, as well as for combat, exploration, and travel. Each screen includes a set of printed character sheets on high quality paper. Level up your game with the Midgard GM's Screen for Pathfinder Roleplaying Game!

PZO KOBGMSPF\$15.99

**PATHFINDER RPG:
MIDGARD PLAYER'S GUIDE**

Here's everything you need to find adventure in the wind-swept plains, frozen crags, and magic-blasted wastes of Midgard — a dark fantasy world flavored with the myths and folklore of Central Europe. Match wits with Baba Yaga, cross swords with minotaur corsairs, and travel the Shadow Roads to the glittering courts of the fey. There's no better time to be a Midgardian hero!

PZO KOBMPGPF\$39.99

**MUNCHKIN TEENAGE MUTANT
NINJA TURTLES**

Using the much beloved and extremely popular Munchkin Game Rules, by Steve Jackson Games, Munchkin Teenage Mutant Ninja Turtles, blends the humor and gameplay of Munchkin with the enemies and team up themes of the iconic Teenage Mutant Ninja Turtles comics. In Munchkin TMNT, the Turtles and their pals are in a race to the Level 10 Pizza Parlor, as the first one there eats for free! It's all good dudes, except Sgreddar, and the Food Clan, are out to spoil the pizza party.

IDW 01527\$24.95

**KOBOLD PRESS****DUNGEONS & DRAGONS RPG:
MIDGARD DM SCREEN**

This durable, four-panel Game Master's Screen features lavish art, a glorious map of Midgard, and a hoard of useful tables! Perfect to keep your game running smoothly. The landscape screen makes it easy for you to see the table of play, while keeping your own notes and die rolls hidden. More than 20 tables inside provide support for all levels of GM ability, as well as for combat, exploration, and travel. Each screen includes

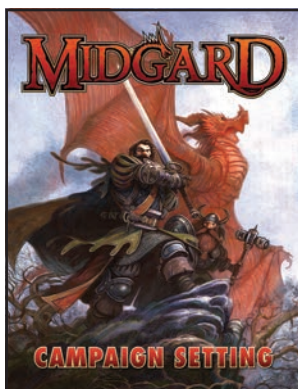
a set of printed character sheets on high quality paper. Level up your game with the Midgard GM's Screen for 5th Edition!

PZO KOBGMSSE\$15.99

**DUNGEONS & DRAGONS RPG:
MIDGARD HEROES HANDBOOK**

The Midgard Heroes Handbook for 5th Edition has everything you need to create a character for a 5th edition Midgard campaign, including full details on 11 new races and 4 variants on standard races. Roll up a trollkin barbarian, a ravenfolk fighter, a kobold rogue, and more. You'll also get more than four dozen new class options, including bard colleges and rogue archetypes; cleric domains and a druid circle; sorcerous bloodlines, warlock pacts, and arcane traditions. There are also feats for new types of magic, 20 backgrounds, and nearly 300 new spells! The shadow roads are open, and the World Serpent stirs in its sleep. Adventure awaits the bold!

PZO KOBMH\$49.99

**MIDGARD WORLDBOOK**

It is an age of war. Civilization slowly gives way to encroaching wilderness, and once-mighty empires now lie beneath the waves. Only magic and the warmth of hope keeps lights aglow when dread things prowl, and priestly wardings are bent by demonic rage. The omens are dire. The roads to the shadow realm are open again, and the fey have returned to claim their ancient tribute. In the north the giants prepare for Ragnarok, while the goblins in the west grow restless. In the Crossroads, the shadow of the vampire princes falls across the land. The World Serpent is stirring — and not even all-knowing Baba Yaga can say what will happen next.

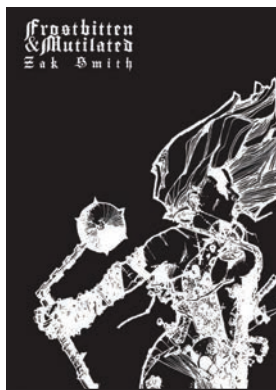
PZO KOBMWB1001\$49.99

KOPLow GAMES**PEARL: POLY ASSORTMENT (7) (PLASTIC BOX)**

GRAY KOP 02960\$7.00

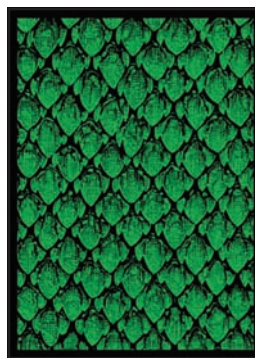
NAVY KOP 02961\$7.00

RED KOP 02963\$7.00

LAMENTATIONS OF THE FLAME PRINCESS**FROSTBITTEN & MUTILATED**

From the multi-award winning artist/writer behind *Vornheim: The Complete City Kit*, *Red & Pleasant Land*, and *Maze of the Blue Medusa*, this book details the bleak white wild created on the spot where the first goddess took the first bite out of the Earth, which maintains the balances and arrangements that held sway in the first days. It contains wolfpacks, cannibal giants, trolls, demons of the apocalypse as well as a wilderness kit with enough tables, generators and tools to keep your players busy until hell freezes over. *Frostbitten & Mutilated* is a setting book for use with Lamentations of the Flame Princess Weird Fantasy Role-Playing and other traditional role-playing games. Scheduled to ship in May 2018.

IMP LFP0047\$29.99

LEGION SUPPLIES**DOUBLE MATTE DRAGONHIDE
SLEEVES (50)**

Scheduled to ship in May 2018.

GREEN

LGN MAT081PI

METALLIC GOLD

LGN MAT083PI

METALLIC SILVER

LGN MAT082PI

**DRAGONHIDE HOARD PLUS
V2 DECK BOXES**

Scheduled to ship in May 2018.

GREEN

LGN EDHP06PI

RED

LGN EDHP05PI



DRAGONHIDE HOARD V2 DECK BOX

Scheduled to ship in May 2018.
GREEN LGN EDH206PI
RED LGN EDH205PI



DRAGONHIDE VAULT V2 DECK BOX

Scheduled to ship in May 2018.
GREEN LGN EDV206PI
RED LGN EDV205PI

LUCKY DUCK GAMES

VIKINGS GONE WILD: MASTERS OF ELEMENTS EXPANSION

Scheduled to ship in April 2018.
HPS LKY009\$34.99

MODIPHIUS



STAR TREK ADVENTURES: COMMAND DIVISION

The *Command Division Sourcebook* includes: Detailed description of the command division, including its role in Starfleet, the various branches within the command division, the role of Fleet Operations, life as a command division cadet, and details on starship operations. Expanded 2d20 Social Conflict rules, enhancing social encounters and galactic diplomacy. An expanded list of Talents and Focuses for command and conn characters. New rules on running Admiralty-level campaigns that let you command entire fleets, as well as information on commanding starbases. Scheduled to ship in July 2018.

MUH 051063\$34.99



STAR TREK ADVENTURES: NEXT GENERATION AWAY TEAM MINIATURE SET

Scheduled to ship in July 2018.
MUH 051234\$49.99

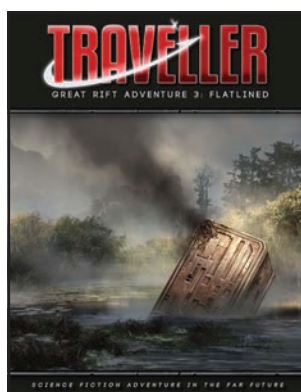
MONGOOSE PUBLISHING



PARANOIA: IMPLAUSIBLE DENIABILITY

CONGRATULATIONS, CITIZEN! You have been selected for an EXCITING MISSION. Your assignment is to: [] Determine why there's a microscopic shortfall in food vat yields [] Test experimental brain interface technology [] Terminate terrorist mutant traitors [] Identify and terminate saboteurs in your Troubleshooter team [] Determine the precise temperature at which your cranial fluid boils [] Have fun. Fun is mandatory. [X] ALL OF THE ABOVE. Scheduled to ship in June 2018.

MGP 50007\$19.99



TRAVELLER: GREAT RIFT ADVENTURE 3: FLATLINED

The term 'flatlined' is a common figure of speech in Charted Space. *Flatlined* takes place on the world of Neon, in Usher subsector of Reft. The Travellers awaken in a crashed spacecraft with only the vaguest memories of how they got there. First, they must survive, then discover how they came to be there. After that, their troubles really begin... Scheduled to ship in June 2018.

MGP 40016\$19.99



TRAVELLER: MARCHES ADVENTURE 2: MISSION TO MITHRIL

In *Mission on Mithril*, the Travellers land at Mithril's rudimentary starport, only to find their vessel disabled. The base is strangely empty. As the Travellers explore, they discover there may be survivors of whatever happened at the port. A distant distress beacon is detected, but reaching it requires an overland trek. Having located the survivors, the Travellers discover their problems are only just beginning... Scheduled to ship in June 2018.

MGP 40017\$19.99



YELLOW CLEARANCE BLACK BOX BLUES (REMASTERED)

One of the most famous missions in Troubleshooter history has returned to enhance the lives of a new generation of clones. Once more Troubleshooters can pursue the elusive Black Box, explore Outdoors, and bring peace and security to Alpha Complex. We can't tell you what this adventure is about (except that lots of confused and desperate people are killing each other over a mysterious Black Box), but we can tell you what it (the mission, we mean, not the box). Scheduled to ship in June 2018.

MGP 50006\$49.99

NINE DRAGONS



HONOUR: THE AWAKENING

Honour happens in a world dominated by Asian economies and Asian culture. It is 2036 and kids in New York listen to K-pop, kids in Nairobi speak fluent Putonghua, and kids in India all know that the latest games out of Indonesia are the ones you must be playing. But it is not just cultural differences that separate our reality from that of *Honour*. Using a unique system under-pinned by the Chinese Zodiac, the philosophy of Yin & Yang and offering a genuine, sandbox Sorcery system, *Honour: The Awakening* is a genuine one of a kind game in a one of a kind setting. Scheduled to ship in June 2018.

NDR HTA001\$50.00

NINJA DIVISION GAMES

SPOTLIGHT ON

MY LITTLE PONY: TAILS OF EQUESTRIA RPG - OFFICIAL MOVIE SOURCEBOOK

Take your adventures beyond Equestria's borders with the first sourcebook for *Tails of Equestria*, bringing you new and exciting characters, locations, and stories. Scheduled to ship in March 2018.

SH7 440310\$24.99



MUSEUM RUSH

Museum Rush is a competitive thieving game where players race against time to steal treasures from a museum while avoiding cameras, guards, and greedy rivals. Luckily, these dastardly robbers have an array of items to help them get the better of the guards and their fellow thieves such as sultry Llamas, mighty Underwear, and the high-tech Cardboard Box. If you get caught, you'll be thrown out of the museum and your ill-gotten gains confiscated. You'll just have to break in again and steal some more! Make sure you've escaped with your loot before the time runs out - when the last Clock card is drawn, the game is over and the player who escapes with the most valuable loot and treasure wins!

NJD 411501\$39.99

NORTH STAR GAMES

SPOTLIGHT ON



FUNKY CHICKEN

Take all the excitement of the 2018 TOTY Game of the Year Finalist *Happy Salmon*, add funky dance moves, pack it in a chicken, and you have...*Funky Chicken*! As a member of the Happy Planet line of games, *Funky Chicken* gets everyone moving and laughing in under two minutes. Players simultaneously call out the dance actions "Bump", "Swing", "Spin", and "Funky Chicken". When two players

match, they perform the dance move together and discard their card. The first player to discard all their cards wins! Play *Funky Chicken* solo or combine it with *Happy Salmon* to create even more fun!

NSG 630\$17.99

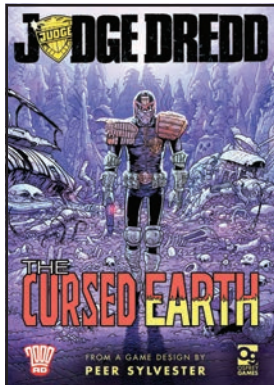
MONSTER MATCH

As the newest member of the Happy Planet line of games, *Monster Match* is another game that raises the happiness level of everyone playing. *Monster Match* is the screaming-fast game of catching cute, donut eating, monsters. Be faster than the other players to catch a monster, but each monster is also worth different donut points. Do you capture the first matching monster you see, or do you try to find the monster with the most donuts? Whatever your strategy, be careful! Go too fast and you might catch the wrong monster and lose some donuts!

NSG 650\$17.99



OSPREY PUBLISHING



JUDGE DREDD: THE CURSED EARTH - AN EXPEDITION GAME

It's time to venture out into radioactive wasteland of The Cursed Earth! In *Judge Dredd: The Cursed Earth*, a graphic adventure card game designed for competitive, cooperative, or solo play, players must lead a team of Judges against dinosaurs, mutants, and the Cursed Earth, itself, in search of an object of immense power before it falls into the wrong hands. As they scour the wastelands, the team will encounter a host of iconic 2000AD characters that will push their resources and abilities to their limits. On an impossible journey through radioactive hell, can even the Judges survive the Cursed Earth?

OSP GAM020\$34.00



PATHFINDER RPG: ADVENTURE PATH - WAR FOR THE CROWN PART 6 - THE SIX-LEGEND SOUL

With the validity of the Stavian royal line confirmed, the heroes return to Taldor to discover horrible machinations transpired in their absence, and they must now face the cunning secret society, the Immaculate Circle, to recover the soul of their departed benefactor. But as they return triumphant, they find themselves not celebrated but hated, hunted, and accused of regicide. To set the world right and end the War for the Crown, the heroes must confront not one but six of Taldor's greatest emperors, resurrected from the past by equal parts malice and hubris! *The Six Legend Soul* is a Pathfinder Roleplaying Game adventure for 16th-level characters written by Amber Scott. The adventure concludes the *War for the Crown*

Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a review of the legendary emperors of Taldor's glory, a look at the Ulfen Guard, and advice for continuing the campaign all round out this volume of the *Pathfinder Adventure Path*. Scheduled to ship in July 2018.

PZO 90132\$24.99

PATHFINDER RPG: BESTIARY 5 (POCKET EDITION)

Creatures strange beyond imagining and more terrifying than any nightmare lurk in the dark corners of the world and the weird realms beyond. Within this book, you'll find hundreds of monsters for use in the Pathfinder Roleplaying Game. Face off against devils and dragons, deep ones and brain moles, robots and gremlins, and myriad other menaces! Yet not every creature needs to be an enemy, as whimsical liminal sprites, helpful moon dogs, and regal seilenoi all stand ready to aid you on your quests if you prove yourself worthy. *Pathfinder RPG Bestiary 5* is the fifth indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary*. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era. Scheduled to ship in July 2018.

PZO 1133-PE\$19.99



PATHFINDER RPG: FLIP-MAT CLASSICS - WATCH STATION

Whether your players are on the right side of the law or under arrest, no Game Master wants to spend time drawing interrogation rooms and holding cells. Fortunately, with *Flip-Mat Classics: Watch Station*, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. *Pathfinder Flip-Mat Classics: Watch Station* also connects with *Pathfinder Map Pack: Sewer System*, allowing you to create a customizable dungeon of your own design. The most-popular Pathfinder Flip-Mats in history return! These fan-favorite maps feature versatile adventure settings-city streets, forests, ships, taverns, and more-and now they're back for a

repeat performance. Durable and lavishly detailed, these essential adventure set pieces are sure to bring excitement to your game table for years to come! Scheduled to ship in July 2018.

PZO 31017\$13.99

PAIZO PUBLISHING

PATHFINDER ADVENTURE CARD GAME: ULTIMATE WILDERNESS ADD-ON DECK

Delve into the lush terrain of Golarion to gain new cards for your wild, wild life. Overgrown with new animal allies and fungal infusions, the *Ultimate Wilderness Add-On Deck* can be used with any Pathfinder Adventure Card Game character or Adventure Path. Or you can play with the character included in this 109-card box: Zova, the iconic Shifter! Scheduled to ship in July 2018.

PZO 6832\$19.99



PATHFINDER RPG: FLIP-MAT - FORESTS MULTI-PACK

When the heroes decide to explore vast stretches of wilderness, *Pathfinder Flip-Mat Multi-Pack: Forests* has you covered. The four sides of this Flip-Mat Multi-Pack present meandering brooks, winding trails, groves, grottos and other forest locations perfect for exploration and ambush. Each side connects to the other parts of the wilderness in some way, allowing you to present a nearly endless forest! Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat Multi-Pack: Forests*, you'll be ready next time your players wish to brave the primordial woodlands! This set includes two flip mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, *Pathfinder Flip-Mats* fit perfectly into any Game Master's arsenal! Scheduled to ship in July 2018.

PZO 30093\$24.99





PATHFINDER RPG: PLAYER COMPANION - HEROES FROM THE FRINGE

Dwarves, elves, gnomes, halflings, and other non-human peoples are staples of Golarion's population, and these groups are not monoliths. From Ekujae elves of the Mwangi Expanse to Pahmet dwarves of Osirion to bleaching gnomes, who exist in an emotional void, the non-human ethnicities of Golarion have cultivated rich traditions, specialized equipment, and adventuring skills. Delve deeper into your character's background with the many options in *Pathfinder Player Companion: Heroes from the Fringe*! Scheduled to ship in July 2018.

PZO 9491 \$14.99



PATHFINDER RPG: ULTIMATE COMBAT (POCKET EDITION)

Ultimate Combat also introduces three new *Pathfinder RPG* classes: the ninja, samurai, and gunslinger! The ninja blends the subterfuge of the rogue with high-flying martial arts and assassination techniques. The samurai is an unstoppable armored warrior who lives by a strong code of honor-with or without a master. The gunslinger combines the fighter's martial prowess with a new grit mechanic that allows her to pull off fantastic acts with a pistol or rifle. All this plus tons of new armor and weapons, a complete treatment of firearms in the *Pathfinder RPG*, a vast array of martial arts, finishing moves, vehicle combat, duels, and new combat-oriented spells for every spellcasting class in the game! Scheduled to ship in July 2018.

PZO 1118-PE \$19.99

SPOTLIGHT ON



STARFINDER RPG: ARMORY HARDCOVER

Outfit yourself with only the best supplies for interstellar adventure with the hardcover *Starfinder Armory*! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the *Starfinder Roleplaying Game*, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every *Starfinder* character class! *Starfinder Armory* is a must-have companion volume to the *Starfinder Core Rulebook*. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new worlds and wonders! Scheduled to ship in July 2018.

PZO 7108 \$39.99



STARFINDER RPG: FLIP-MAT - ASTEROID

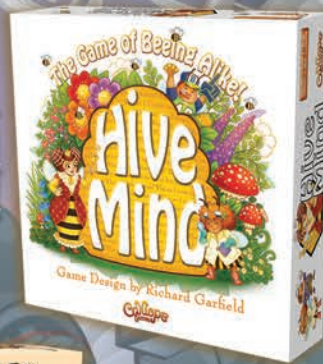
Whether you're looking for the mother lode of starmetals or just hiding out from the law on a deserted space rock, no Game Master wants to spend time drawing every crater and outcropping. Fortunately, with Paizo's latest *Starfinder Flip-Mat*, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features a grimy asteroid mining station on one side and the rugged surface of a rocky planetoid on the other. Don't waste time sketching when you could be playing. With *Starfinder Flip-Mat: Asteroid*, you'll always be ready next time your players go rock hopping! Scheduled to ship in July 2018.

PZO 7308 \$14.99



www.CalliopeGames.com

By
Richard
Garfield



By
Paul Peterson

By Zach and
Jordan Weisman



Start playing today!



THE TITAN SERIES
GREAT GAMES BY GREAT DESIGNERS

PETERSEN GAMES



CTHULHU WARS: SHAGGAI MAP

Conquer the shattered world of Shaggai before it falls into oblivion. Includes six worms of Ghroth Figures. Scheduled to ship in July 2018.

SHAGGAI MAP

PTG CW-U13\$39.99

SHAGGAI MAP EXPANSION

PTG CWM11\$39.99



EVIL HIGH PRIEST

You are an ambitious priest in a sinister cult, but your Great Old One lies dormant, locked under the awful power of the dread Elder Signs. He depends on you to free him from this half-existence! You must break your insane henchmen out of the asylums where they are locked up, gather spellbooks and other resources, summon endish monsters, conduct dark rituals, and protect yourself against the forces of normal society. If you succeed, your Great Old One will reward you with the title of High Priest, second only to him in the coming cataclysm! But you have rivals, other (obviously inferior) priests in your cult, who seek to claim the prize that is rightfully yours! You must thwart them, while carrying out your plans. Only one can seize the precious title of High Priest – and it must be YOU! Scheduled to ship in July 2018.

PTG EHP\$49.99



EVIL HIGH PRIEST: THE BLOODY CEREMONY EXPANSION

This expansion for *Evil High Priest* contains four new cult boards, for Crawling Chaos, Opener of the Way, Sleeper, and the Tcho-Tchos. Each introduces new rules, tricks, and twists. This box also adds new monster, investigator, and priest cards, with unique abilities, tactics, and wiles that add even more replayability. Each of the unique monsters in this box has its own powerful ability or reward, and the unique investigators add exciting twists – some beneficial, others harmful. Scheduled to ship in July 2018.

PTG EHP1\$29.99



EVIL HIGH PRIEST: THE DARK RITUAL EXPANSION

This expansion for *Evil High Priest* contains four new cult boards, for the Ancients, the Watcher, Windwalker, and Yellow Sign. Each introduces new rules, tricks, and twists. Each transforms *Evil High Priest* into a whole new game. This box also adds new monster, investigator, and priest cards, with unique abilities, tactics, and wiles that add even more replayability. In the core game, generic monsters can be summoned to your defense, and investigator raids are generic attacks of 1-3 dice. Now, each of the unique monsters in this box has its own powerful ability or reward, and the unique investigators add exciting twists – some beneficial, others harmful. Finally, you can now play as a unique priest character, with a potent once-per-game action that only your priest cultist can perform! Scheduled to ship in July 2018.

PTG EHP2\$29.99



PLANET APOCALYPSE

Planet Apocalypse is an exciting cooperative game for 1-5 players. You are postapocalypse heroes confronting the hordes of hell! Every game is different, and every game is tense, as you battle demons from the circles of hell, and in the end, strive to take down their demon lord! This game features an unending variety of game play, with strategies and tactics changing every time. The demon figures in this game are huge, with miniatures a true 28mm scale, and demons up to 104mm. Scheduled to ship in July 2018.

PTG PA\$99.00



PLANET APOCALYPSE DRAGON PACK EXPANSION

Punch up your game with this expansion to *Planet Apocalypse*. It continues your adventure with travels into space! Also adds new Fourth Circle demons, Lords, heroes, and even troopers. Scheduled to ship in July 2018.

PTG PAE2\$74.00



PLANET APOCALYPSE: PACK OF THE PIT EXPANSION

Punch up your game with this expansion to *Planet Apocalypse*. It continues your adventure with travels into space! Also adds new Fourth Circle demons, Lords, heroes, and even troopers. Scheduled to ship in July 2018.

PTG PAE3\$79.00



PLANET APOCALYPSE: VOID PACK EXPANSION

Punch up your game with this expansion to *Planet Apocalypse*. It continues your adventure with travels into space! Also adds new Fourth Circle demons, Lords, heroes, and even troopers. Scheduled to ship in July 2018.

PTG PAE1\$69.00

PINNACLE ENTERTAINMENT GROUP



SAVAGE WORLDS RPG: BEASTS & BARBARIANS - DECK OF CARDS

A deck of poker cards, with Sword and Sorcery theme. Scheduled to ship in June 2018.

S2P 30013\$12.00

SAVAGE WORLDS RPG: BEASTS & BARBARIANS - GAME MASTER SCREEN

Constructed from 2mm cardboard, one side of the four-panel Screen have great art showing the glory of Dominions you love, while the GM's side has essential tables. Scheduled to ship in June 2018.

S2P 30014\$25.00



SAVAGE WORLDS RPG: BEASTS & BARBARIANS - STEEL EDITION BOXES SET

Box has both books (*Game Master Guide* as well as *Player's Guide*), 53 cardstock minis, map, card set, 112 cardstock tokens, 3 booklets with books of lore - about 30-40 pages each, bookmarks and big box. Scheduled to ship in June 2018.

S2P 30012\$115.00



SAVAGE WORLDS RPG: BEASTS & BARBARIANS - STEEL EDITION GAME MASTERS GUIDE

The *Game Master Guide* includes: A detailed history of the Dominions, expanded and focused on the last five years. A gazetteer of the Dominions, including old and new plot hooks for each region, and the new Dominion Events. A chapter focused on themes, tricks and narrative techniques to make your games even more Swordy and Sorcerish. Rules and tips to create Character Tales. A fully-fledged character generator. An expanded Bestiary, including Personalities of the Dominions, the movers and shakers of the setting. Scheduled to ship in June 2018.

S2P 30011\$25.00



SAVAGE WORLDS RPG: BEASTS & BARBARIANS - STEEL EDITION PLAYER GUIDE

Beasts & Barbarians Steel Edition Player Guide includes: Summarized descriptions of the lands and the history of the Dominions; Accurate descriptions of the various playable cultures, including clothing, religion, technology and so on. More than 40 new Hindrances and Edges to create sword and sorcery heroes. Specific gear Three custom-made arcane backgrounds and their specific trappings: sorcery, Lotusmastery and enlightenment. Scheduled to ship in June 2018.

S2P 30010\$25.00

PLASTIC SOLDIER COMPANY



15MM EASY ASSEMBLY: BRITISH VALENTINE TANK

Scheduled to ship in March 2018.

PSC WW2V15034\$21.53

SANDY PETERSEN'S CTHULHU MYTHOS



Available in stores now!

The first comprehensive Cthulhu Mythos sourcebook from Sandy Petersen since Call of Cthulhu, the roleplaying game



Sandy Petersen's Cthulhu Mythos—Pathfinder edition is a collection of rules to implement Lovecraft style horror into your Pathfinder Game.

It includes over 100 Cthulhu entities, as well as rules for bringing Lovecraft (from the foremost experts of it) to the High Fantasy/Sword and Sorcery world of Pathfinder. You will find Cthulhu inspired monsters, rules for Sanity, unique items (includes Tomes and Cursed Items), and expanded material on the Aklo language. This 512-paged full-color volume is richly illustrated, and will help you level up your game and give you hours of reading pleasure.



PETERSEN GAMES

www.PetersenGames.com



PORTAL

**ALIEN ARTIFACTS
DISCOVERY EXPANSION**

Discovery Expansion Pack is a new set of cards you can use during your games of *Alien Artifacts*. It contains a new kind of Resource: Alien Resource boosting the games replayability. New planets, technologies and ships, tagged xenium make the basic set of the cards richer and integrate new resource rules with the game system. Finally 4 new alien artifacts complete the games most valuable items set. The expansion initiates a series of one-deck expansions for *Alien Artifacts*. Note: The *Alien Artifacts* base game is required to play.

PLG 1344\$16.00

PRIVATEER PRESS

HORDES

Scheduled to ship in June 2018.

**LEGION OF EVERBLIGHT CHOSEN
OF EVERBLIGHT CAVALRY UNIT**

PIP 73114\$109.99

WARMACHINE

Scheduled to ship in June 2018.

**KHADOR KOMMANDANT ATANAS
ARCONOVICH & STANDARD UNIT
(RESIN AND WHITE METAL)**

PIP 33128\$44.99

**KHADOR KOMMANDANT SORCHA
KRATIKOFF WARCASTER (RESIN
AND WHITE METAL)**

PIP 33127\$19.99

**KHADOR MAN-O-WAR
BOMBARDIER OFFICER
COMMAND ATTACHMENT
(RESIN AND WHITE METAL)**

PIP 33130\$19.99

**KHADOR MAN-O-WAR
STRIKE TANKER SOLO
(RESIN AND WHITE METAL)**

PIP 33132\$34.99

**KHADOR MAN-O-WAR
SUPPRESSION TANKER SOLO
(RESIN AND WHITE METAL)**

PIP 33131\$34.99

**KHADOR MAN-O-WAR THEME
FORCE BOX (WHITE METAL/
RESIN/PLASTIC)**

PIP 33135\$164.99

**KHADOR SERGEANT
DRAGONS DRAGADOVICH
COMMAND ATTACHMENT
(RESIN AND WHITE METAL)**

PIP 33129\$24.99

QUICK SIMPLE
FUN GAMES**DE STIJL**

Experience the simple and elegant spirit of the De Stijl movement! Use your artistic eye to create vibrant patterns on the table's blank canvas, and make your color stand out as the focus of the finished piece! Scheduled to ship in April 2018.

QSF 177617\$15.99

**VEGGIE GARDEN: HARVEST
FESTIVAL EXPANSION**

Veggie Garden's first expansion keeps the game fresh by adding three new veggies to the mix. Scheduled to ship in March 2018.

QSF 177634\$4.99

REAPER MINIATURES

**CHRONOSCOPE:
BONES**

Scheduled to ship in May 2018.

BLACKSTAR CORSAIR DELTA

RPR 80079\$3.29

BLACKSTAR CORSAIR ECHO

RPR 80080\$3.29

**CHRONOSCOPE:
BONES**

Scheduled to ship in June 2018.

**BONES JANE PORTER,
VICTORIAN HEROINE**

RPR 80069\$2.79

**MAX GRAVES, PULP
ERA INVESTIGATOR**

RPR 80067\$2.79

PHYSICIAN

RPR 80065\$2.79

PSYCHOLOGIST

RPR 80066\$2.79

PULP HERA FEMALE PILOT

RPR 80070\$2.79

SHIP CAPTAIN

RPR 80064\$2.79

SHIP HAND

RPR 80063\$2.79

**WILD WEST WIZARD
OF OZ DOROTHY**

RPR 80062\$2.79

WILD WEST WIZARD OF OZ LION

RPR 80058\$2.99

**WILD WEST WIZARD OF OZ
TIN MAN**

RPR 80057\$2.79

**WILD WEST WIZARD OF OZ
WICKED WITCH**

RPR 80060\$2.99

**WILD WEST WIZARD OF OZ
WINGED MONKEY**

RPR 80061\$2.79

DARK HEAVEN**ALANDIN, ELF PALADIN**

RPR 03863\$8.79

ALETHEIA EDAIR, DUELIST

RPR 03867\$6.99

ANKOA, BARBARIAN HERO

RPR 03869\$8.29

BELTHUAL, ELF CHRONICLER

RPR 03864\$7.99

BRIARLINGS (2)

RPR 03865\$7.99

BRYN, HALF ELF ROGUE

RPR 03866\$6.99

DIRE PENGUIN

RPR 03870\$6.99

SIR WILLIAM THE PEACEMAKER

RPR 03868\$10.29

DARK HEAVEN: BONES

AVATAR OF COURAGE (LION) RPR 77623	\$2.99
AVATAR OF HONOR (GORILLA) RPR 77589	\$4.49
AVATAR OF PROTECTION (WATER BUFFALO) RPR 77621	\$3.49
AVATAR OF RESILIENCE (RHINO) RPR 77587	\$3.99
AVATAR OF STRENGTH (ELEPHANT) RPR 77588	\$5.79
AVATAR OF WISDOM (GIRAFFE) RPR 77622	\$3.49
COFFIN AND CORPSE RPR 77633	\$2.79
CURSED GRAVESTONE RPR 77634	\$3.29
DUNGEON DRESSINGS - BAR RPR 77618	\$3.99
DUNGEON DRESSINGS - HEARTH RPR 77617	\$9.99
FIRE GIANT BODYGUARD RPR 77615	\$12.49
FIRE GIANT WARRIOR RPR 77616	\$10.99
FROST GIANT QUEEN RPR 77592	\$9.99
HANGMAN'S GIBBET RPR 77619	\$5.99
LARGE AIR ELEMENTAL RPR 77584	\$4.99
LOGAR, EXECUTIONER RPR 77620	\$2.79
MANTICORE RPR 77577	\$5.99
MEDIUM AIR ELEMENTAL RPR 77583	\$2.79
SACRIFICIAL ALTAR RPR 77630	\$5.99
SARCOPHAGUS RPR 77632	\$3.79
SKORG IRONSKULL, FIRE GIANT KING RPR 77614	\$12.99
SYLPH (CLEAR) RPR 77629	\$2.79
VANJA, FIRE GIANT QUEEN RPR 77613	\$9.99
VORVORLAKA RPR 77631	\$2.79

DARK HEAVEN: BONES

Scheduled to ship in May 2018.

DEATH SHROUD RPR 77636	\$2.79
GRAVEYARD ARCHWAY RPR 77635	\$2.79
GRAVEYARD COLUMN (2) RPR 77638	\$7.99
GRAVEYARD SHRINE RPR 77639	\$2.79
SHIPWRECK REVENANT RPR 77627	\$24.99

DARK HEAVEN: BONES

Scheduled to ship in June 2018.

CORAL GOLEM RPR 77628	\$8.49
INVISIBLE KYPHRIXIS RPR 77625	\$19.99

DARK HEAVEN: BONES

Scheduled to ship in July 2018.

ALTAR TO DAGON RPR 77624	\$14.99
GRAVEYARD ENTRY WAY RPR 77640	\$3.49
STORMWING, DRAGON RPR 77578	\$19.99

DUNGEON DWELLERS

BLOODBITE GOBLINS (2) RPR 07003	\$10.99
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MASTER SERIES PAINTS

CORE COLORS TRIAD ADDITIVES III (09298-09300) RPR 09800	\$10.99
CORE COLORS TRIAD CAV COLORS (09295-09297) RPR 09799	\$10.99
CORE COLORS TRIAD COPPER COLORS (09304-09306) RPR 09802	\$10.99
ORE COLORS TRIAD LINERS II (09307-09309) RPR 09803	\$10.99
CORE COLORS TRIAD NMM GOLD COLORS (09301-09303) RPR 09801	\$10.99

CORE COLORS TRIAD WASHES II (09310-09312)

RPR 09804 \$10.99

MORNING AFTER BLUES RPR 09683	\$3.69
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PROM-NIGHT PINK RPR 09681	\$3.69
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STARK NAKED RPR 09682	\$3.69
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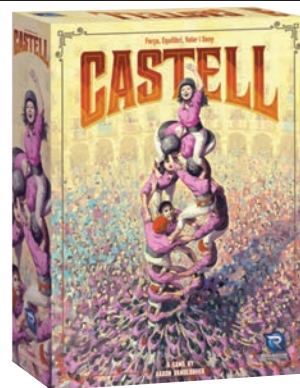
RENEGADE GAMES STUDIOS



SPY CLUB

Find clues and catch the culprit like your favorite neighborhood detectives! Work together to draw, trade, flip, and confirm clue cards as evidence — while preventing the suspect from escaping or sabotaging your investigation. Unlock new adventures and other secrets that change the game every time you play. With 40 replayable modules and a way to play five games connected together, you'll always have fun stories to tell and new content to explore. Scheduled to ship in July 2018.
RGS 00816 \$45.00

OFFERED AGAIN



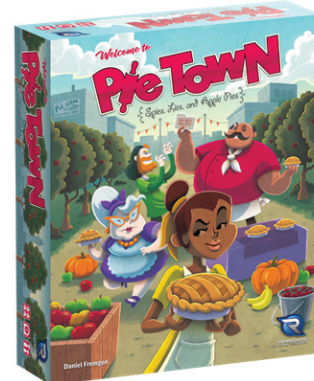
O/A CASTELL

Strength! Balance! Courage! 'Castell' is the vibrant Catalan tradition of building human towers. Crowds of people from all over Catalonia gather at festivals to celebrate Catalan culture and compete to build the highest and most difficult human towers. Visit Catalan cities, expand your team of Castellers, learn tower-building skills, and show off your tower-building prowess at local performances and festival competitions. Harness your strength, balance, courage, and common sense to take your team to victory in Castell!
RGS 00801 \$60.00



O/A DOKMUS

Lead your tribe to glory and become a legend in Dokmus! Choose your Guardian, make the right sacrifices, and gain the favor of Dokmus!
RGS 00598 \$40.00



O/A PIE TOWN

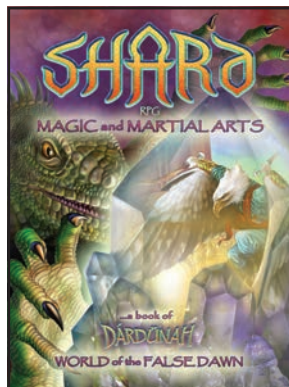
Welcome to Pie Town, a community built on apples and butter. Business here is no cake walk, so manage your operation well and keep your secret recipe secret. Pie Town is a worker-dice placement game with hidden information. You will need to manage your constantly changing workforce to harvest, bake, and sell pies while deducing other players' secret recipes! Now is your chance to become the best pie shop in town!
RGS 00583 \$45.00



O/A PLANET DEFENDERS

In the far future, humans have colonized hundreds of worlds throughout the galaxy. Robots have been in use for centuries and millions have been discarded over the years and littered across the cosmos, becoming a potential problem for mankind. Luckily, the Planet Defenders protects us and gather up and dismantle these robotic remnants before they become a real danger!
RGS 00582 \$45.00

SHARD STUDIOS



SHARD RPG: MAGIC AND MARTIAL ARTS

The Devah gaze down upon magician and warrior alike. Welcome back to Dárdunah, World of the False Dawn! With this expansion of the basic rules for the *Shard* RPG we shed more light on the mysterious and arcane works of the sorcerous sir'hibasi and all the mystic Disciples of their craft, we flesh out the many exciting and varied styles of martial arts that have risen from the honored ways of warriors and priests, and we present ninety new animal player races to choose from when building your character! Scheduled to ship in June 2018.

SSD 10120.....\$29.99

GUILD BALL LAUNCH PACK:
FALCONER'S GUILD

SFG BOP18-004.....PI

GUILD BALL UNION:
FAITHFUL OF SOLTHECIUS

SFG B03-045.....PI

STRONGHOLD GAMES

FIST OF DRAGONSTONES
2ND EDITION

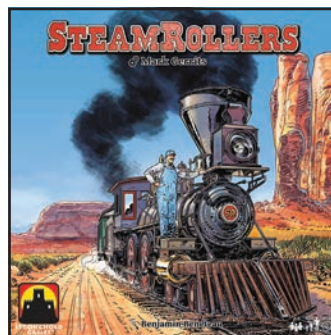
In the aftermath Unions collapse, the survivors broker shadowy alliances and arrangements with the Guilds themselves, offering their fealty in exchange for not only coin but also sanctuary too. To the teams they now join these figures are far from trusted, but their experience and ruthless approach to each game are valuable assets. Yet not exiles all are unwelcome. To standing ovation, the First Lady of Guild Ball returns once more to the pitch, Honours commanding presence easily banishing any memory of the tragedy in her past. Scheduled to ship in June 2018.

SHG 1003.....\$49.95

STEAMFORGED GAMES

GUILD BALL EXILES:
NEW ALLIANCES

SFG B03-046.....PI



STEAMROLLERS

Scheduled to ship in June 2018.

SHG 6018.....\$49.95

STUDIO 9 GAMES



GREENWOOD OF THE FEY SOVEREIGN

War is looming. The Earl of Nanch and his neighboring elven kingdom are sharpening the spears of aggression. Those on the border are split between two dangerous dynasts. Pressed into duty for lord and country, the peasants and gong farmers of Nanch find themselves in a strange and unnerving forest full of denizens older than the practice of naming. In this new world, the rules of life and death are a game of whimsy practiced by fantastic forces, and bizarre ancient feuds re-ignite in the chaos of war. Those errant attendants of Nanch will be fortunate to survive the madness of either ruler! Scheduled to ship in May 2018.

IMP S9G10014.....\$9.99

TRIPLE ACE GAMES

GUIDE TO MORDAVIA:
LAND OF HORROR

Welcome to Mordavia, a land blighted by vampires and werewolves, insane cultists, and mad scientists. Nestled in the mountains of Eastern Europe, Mordavia is a land where the supernatural is very real. From foreboding forests to crumbling castles, remote hamlets to the gas-lit capital itself, every nook and cranny holds a dark secret, as do the people who dwell in this accursed land. Scheduled to ship in June 2018.

TAG 20215.....\$16.99

GUIDE TO THE MINISTRY OF
UNUSUAL AFFAIRS

Working behind the scenes to protect the British Empire from these insidious threats is the Ministry of Unusual Affairs. Inside this handbook you'll discover the centuries-long history of the Ministry, tour the many departments responsible for fighting evil, explore how to borrow contents from the Ministry's fabled Collection of arcane relics, and be taught how to cover up supernatural occurrences for reasons of public safety. You'll even get to meet some of the many agents who defend Great Britain and her colonies against supernatural threats. Scheduled to ship in June 2018.

TAG 20216.....\$16.99



LEAGUES OF CTHULHU

Beyond the world of mortal ken lies another, a nightmare world of profane alien gods, blasphemous horrors, nightmarish tomes of eldritch lore, bloodlines tainted by elder secrets, and forgotten places whose very existence makes a mockery of established history. Welcome to that world. Peer behind the veil of sanity you call reality and inside you'll find new options for characters prepared to stand against the horrors of the Lovecraft Mythos, dread rituals for summoning alien fiends and communing with ancient gods, a tour of the many places spoken of in Lovecraft's tales, a bestiary of monsters whose existence tear down the walls of sanity, and advice for playing in the Lovecraft Mythos. Scheduled to ship in June 2018.

TAG 20301.....\$17.99

ULISSES-SPIELE

THE DARK EYE: AVENTURIA
ADVENTURE CARD GAME -
ARSENAL OF HEROES
DUEL EXPANSION

Surprise your opponents with completely new decks! *Arsenal of Heroes* is a duel expansion for *Aventuria - the Adventure Card Game*, which provides you with enough cards to play all conceivable deck combinations from the basic box.

PZO ULUS25531E.....\$34.99



THE DARK EYE RPG: TALES OF DRAGONS AND THIEVES

This exciting anthology presents three ready-to-play adventures all about fire-breathing dragons and cunning brigands. This anthology is well suited for beginners and contains detailed descriptions of the plots, adventure aids, locations, non-player characters, and the challenges your heroes must face.

PZO ULIUS25303E.....\$29.99

ULTRA PRO INTERNATIONAL



ASCENSION: DELIRIUM (STAND ALONE OR EXPANSION)

A new portal into the Dreamscape has been opened! The world of Vigil is warped by dreams and nightmares come to life. You must wield the power of the Dreamborn to battle the forces of Delirium to save the realm. Playable as a stand-alone 1-4 player game, or combine with other Ascension games to play with up to 6 players! Scheduled to ship in May 2018.

UPI 10148.....PI



FATE STAY NIGHT PLAY MATS

Scheduled to ship in April 2018.

RESCUING SABER UPI 85409PI

SABER WEDDING DRESS UPI 85407PI



FINE ART: DECK PROTECTOR PACKS (65)

Scheduled to ship in April 2018.

THE ACTOR UPI 85629.....PI

WASHINGTON CROSSING THE DELAWARE UPI 85630.....PI

WATER LILIES UPI 85628PI



FORCE OF WILL: R3 PLAY MATS

Scheduled to ship in May 2018.

V1 UPI 85678.....PI

V2 UPI 85679.....PI

V3 UPI 85680.....PI

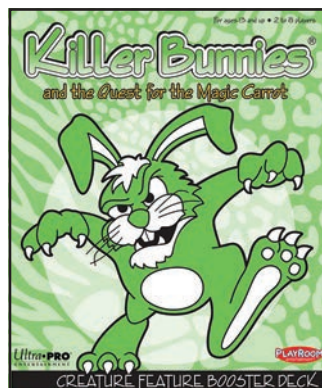
SPOTLIGHT ON



KILLER BUNNIES AND THE ULTIMATE ODYSSEY

Killer Bunnies and the Ultimate Odyssey pits players against each other as they struggle to gain Civilization Points, by building cities and increasing their bunny populations. Players gain points by developing their own civilizations or by using zany weapons and hilarious scenarios to destroy their opponents. The Red deck has an Energy based theme which also includes power, invisible forces, and extraordinary cards such as Gone In Twelve Seconds which can destroy a city and Death Delay which allows your bunny to live past its time! Scheduled to ship in April 2018.

UPI PLE40402.....PI



KILLER BUNNIES QUEST CREATURE FEATURE BOOSTER

The Killer Bunnies Creature Feature Booster deck is a mammalian mishmash of vivacious varmints that will daze and amaze you! This Booster adds 55 cards to your existing set and a cool new Chinese Zodiac die! It'll give you a good feeling to see Law Enforcement bunnies prevent crime and stealing. Trouble will begin to brew when General Tso takes Carrots from you. Be careful not to vex your friends when you play the seditious Horrible Hens. Scheduled to ship in May 2018.

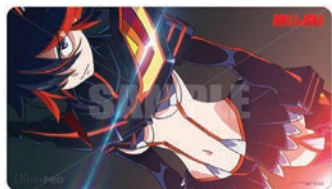
UPI PLE49113.....PI

www.CalliopeGames.com

THE MANSKY CAPER

An offer you can't de-fuse!

Work together. Help yourself.
Don't get blown up!

**KILL LA KILL PLAY MAT - KAMUI SENKETSU**

Scheduled to ship in April 2018.

UPI 85410.....PI

M2.1 DECK BOXES

Scheduled to ship in April 2018.

BLACK/BLACK

UPI 85707.....PI

BLUE/BLUE

UPI 85710.....PI

BROWN/WHITE

UPI 85708.....PI

GREY/STONE

UPI 85711.....PI

RED/WHITE

UPI 85709.....PI

STONE/STONE

UPI 85712.....PI

**MAGIC THE GATHERING: 2018 STANDARD DECK PROTECTOR SLEEVES (120) - CARD BACK**

Scheduled to ship in April 2018.

UPI 86768.....PI

CORE SET 2019**MAGIC THE GATHERING: 2019****PLAY MAT 6'**

UPI 86806.....PI

PLAY MAT 8'

UPI 86807.....PI

PRO-BINDER

UPI 86800.....PI

V1 DECK PROTECTOR SLEEVES (80)

UPI 86783.....PI

V2 DECK PROTECTOR SLEEVES (80)

UPI 86784.....PI

V3 DECK PROTECTOR SLEEVES (80)

UPI 86785.....PI

V4 DECK PROTECTOR SLEEVES (80)

UPI 86786.....PI

V5 DECK PROTECTOR SLEEVES (80)

UPI 86787.....PI

V6 DECK PROTECTOR SLEEVES (80)

UPI 86788.....PI

V1 PLAY MAT

UPI 86795.....PI

V2 PLAY MAT

UPI 86796.....PI

V3 PLAY MAT

UPI 86797.....PI

V4 PLAY MAT

UPI 86798.....PI

V5 PLAY MAT

UPI 86799.....PI

V1 PRO 100+ DECK BOX

UPI 86789.....PI

V2 PRO 100+ DECK BOX

UPI 86790.....PI

V3 PRO 100+ DECK BOX

UPI 86791.....PI

V4 PRO 100+ DECK BOX

UPI 86792.....PI

V5 PRO 100+ DECK BOX

UPI 86793.....PI

V6 PRO 100+ DECK BOX

UPI 86794.....PI

**MAGIC THE GATHERING: ALCOVE FLIP BOXES**

Scheduled to ship in June 2018.

FOREST UPI 86779.....PI

GOLD UPI 86780.....PI

ISLAND UPI 86776.....PI

MOUNTAIN UPI 86778.....PI

PLAINS UPI 86775.....PI

PLANESWALKER UPI 86782.....PI

SWAMP UPI 86777.....PI

MAGIC THE GATHERING: BATTLEBOND

Scheduled to ship in May 2018.

PLAY MAT

UPI 86848.....PI

PRO 100+ DECK BOX

UPI 86847.....PI

V1 DECK PROTECTOR SLEEVES (80)

UPI 86845.....PI

V2 DECK PROTECTOR SLEEVES (80)

UPI 86846.....PI

**MAGIC THE GATHERING: ELVES VS. INVENTORS**

Scheduled to ship in April 2018.

DUEL DECK BOX

UPI 86824.....PI

PLAY MAT (24" X 24")

UPI 86825.....PI

**NO GAME NO LIFE FULL VIEW DECK BOX**

Scheduled to ship in April 2018.

CHECKMATE

UPI 85160.....PI

SORA & SHIRO

UPI 85197.....PI

**NO GAME NO LIFE STANDARD DECK PROTECTOR SLEEVES (65)**

Scheduled to ship in April 2018.

CHECKMATE

UPI 85159.....PI

SORA & SHIRO

UPI 85161.....PI

**NO GAME NO LIFE ZERO PLAY MATS**

Scheduled to ship in April 2018.

THE GREAT WAR

UPI 85584.....PI

SHUJI

UPI 85583.....PI

**POKEMON: SUN & MOON 6**

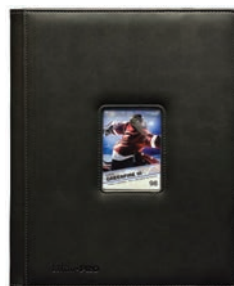
Scheduled to ship in April 2018.

4-POCKET PORTFOLIO

UPI 85536-P.....PI

9-POCKET PORTFOLIO

UPI 85537-P.....PI

**PRO-BINDER: PREMIUM WINDOW**

Scheduled to ship in March 2018.

UPI 85627.....PI

**PRO-MATTE ECLIPSE 2.0 STANDARD DECK PROTECTOR SLEEVES (100)**

Scheduled to ship in March 2018.

APPLE RED

UPI 85604.....PI

ARCTIC WHITE

UPI 85600.....PI

FOREST GREEN

UPI 85605.....PI

HOT PINK

UPI 85609.....PI

JET BLACK

UPI 85601.....PI

LEMON YELLOW

UPI 85608.....PI

LIME GREEN

UPI 85606.....PI

PACIFIC BLUE

UPI 85602.....PI

PUMPKIN ORANGE

UPI 85607.....PI

ROYAL PURPLE

UPI 85610.....PI

SKY BLUE

UPI 85603.....PI

SMOKE GREY

UPI 85611.....PI

**SCREWDOWN HOLDER: SINGLE FOR THICK CARDS**

Scheduled to ship in March 2018.

UPI 81268.....PI

**SWORD ART ONLINE II PLAY MATS**

Scheduled to ship in April 2018.

MATSURI

UPI 85411.....PI

WATER LILY ASUNA

UPI 85405.....PI

YUUKI & ASUNA

UPI 85406.....PI

USAOPOLY**BOB'S BURGERS FAMILY PORTRAIT 1000 PIECE PUZZLE**

USO PZ006553.....PI

**HARRY POTTER THE DEATHLY HALLOWS 550 PIECE PUZZLE**

USO PZ010557.....PI

THANOS RISING

AVENGERS: INFINITY WAR

Protect the Infinity Stones and Defeat Thanos!

In this cooperative dice battling card game, players will recruit heroes and assemble a team to face off against Thanos and his villainous forces in an effort to thwart him from accomplishing his master plan - collecting all six Infinity Stones to power the Infinity Gauntlet and wreak havoc on the very fabric of reality.



Ages: 10+ | Players: 2-4 | MSRP: \$49.95 | Play Time: 60+ Min

USAopoly **MARVEL**

    /USAopoly

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HARRY POTTER THESTRAL 1000 PIECE PUZZLE

USO PZ010568..... PI



THE LEGEND OF ZELDA BREATH OF THE WILD HYRULE MAP 750 PIECE PUZZLE

USO PZ005575..... PI



THANOS RISING: AVENGERS INFINITY WAR

Thanos Rising - Avengers: Infinity War is a cooperative dice and card game for 2-4 players. Great fun for both casual and serious gamers, as well as Marvel fans of all ages. Roll dice, collect cards, and try not to be eliminated in this exciting game with over 190 detailed components.
USO DC011543..... PI



RICK AND MORTY BIG TROUBLE IN LITTLE SANCHEZ 100 PIECE PUZZLE

USO PZ085552..... PI



RICK AND MORTY SZECHAUN HOT TUB 550 PIECE PUZZLE

USO PZ085551..... PI



SUPER MARIO ODYSSEY SNAPSHOTS 1000 PIECE PUZZLE

USO PZ005569..... PI



TAPPLE 2018 REFRESH EDITION

Scheduled to ship in March 2018.
USO TL097000NEW..... PI

VICTORY POINT GAMES

THUNDER IN THE EAST

Scheduled to ship in December 2018.
HPS VPG16029..... \$139.00

WARLORD GAMES

BOLT ACTION

Scheduled to ship in April 2018.

US ARMY HEAVY MORTAR TEAM

WLG 403013009..... PI

BOLT ACTION

Scheduled to ship in May 2018.

BRITISH INFANTRY SECTION (WINTER)

WLG 402211003..... PI

GERMAN HETZER TANK

WLG 402012020..... PI

GERMAN WINTER INFANTRY

WLG 402012027..... PI

US AIRBORNE SQUAD (WINTER)

WLG 402213102..... PI

US ARMY CHARACTERS (WINTER)

WLG 403013006..... PI

GATES OF ANTARES

Scheduled to ship in April 2018.

BOROMITE X-HOWITZER

WLG 502412006..... PI

C3M25 HEAVY COMBAT DRONE

WLG 502413004..... PI

GATES OF ANTARES

Scheduled to ship in May 2018.

CONCORD INTELLIGENCE NUHU

WLG 503013009..... PI

HAIL CAESAR

Scheduled to ship in March 2018.



ICELANDIC VIKINGS

WLG 103013114..... PI



SAXON EARLS AND KINGS - 11TH CENTURY

WLG 103013015..... PI



SAXON HUSCARLS A

WLG 103013001..... PI



SAXON HUSCARLS B

WLG 103013002..... PI



SAXON KINGS - 9TH CENTURY

WLG 103013014..... PI



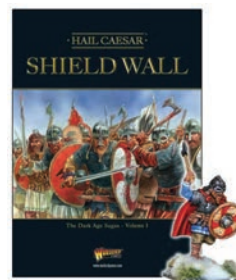
SAXON LEADERS - BATTLE OF HASTINGS

WLG 103013017..... PI



SAXON LEADERS - BATTLE OF STAMFORD BRIDGE

WLG 103013016..... PI



SHIELD WALL - THE DARK AGE SAGAS VOLUME I

WLG 101010066..... PI



VIKING ARCHERS

WLG 103013102..... PI



VIKING BERSERKERS

WLG 103013101..... PI



VIKING HEARTHGUARDS

WLG 103013103..... PI



VIKING KINGS OF NORWAY

WLG 103013112..... PI



VIKINGS IN BRITAIN

WLG 103013113.....PI

VIKING WARLORD

WLG 103013116.....PI

PIKE & SHOTTE

Scheduled to ship in April 2018.

LANDSKNECHT MISSILE TROOPS

WLG 202016003.....PI

LANDSKNECHT STARTER ARMY

WLG 209916002.....PI

LANDSKNECHT ZWEIHANDERS

WLG 202016002.....PI

TEST OF HONOUR

Scheduled to ship in April 2018.

SOHEI WARRIOR MONKS WITH NAGINATA

WLG 763010008.....PI

WILDFIRE

THOU SUCKETH

Scheduled to ship in June 2018.

WDF 11130.....PI

WIZARDS OF THE COAST



FEATURED ITEM

AXIS & ALLIES & ZOMBIES

In this new take on the iconic World War II strategy board game, each player takes command of one of the major powers, joining either the Axis or the Allies. Players fight for victory against the opposing faction and a terrifying new foe: zombies. Will players survive the onslaught or succumb to the uprising?

WOC TBA001.....PI



FEATURED ITEM



BETRAYAL LEGACY

Betrayal Legacy is a semi-cooperative campaign board game that tells an overarching story of the House on the Hill incorporating the actions and choices of the players. Over the

course of the campaign, the game is permanently altered until players are left with a fully customizable, re-playable board game version of the critically-acclaimed *Betrayal at House on the Hill*. *Betrayal Legacy* is a stand-alone experience designed in partnership by Avalon Hill and award-winning legacy designer, Rob Daviau. Fans of the original *Betrayal at House on the Hill* will enjoy this fresh take on the classic game, however, there's no previous experience necessary to play even players new to the brand can jump in, explore, and affect the spooky history of the legendary House on the Hill.

WOC TBA002.....PI



FEATURED ITEM

CORE SET 2019



MAGIC THE GATHERING CCG: CORE 2019

Magic: The Gathering – Core Set 2019 will release in July. More details TBA.

BOOSTER DISPLAY (36) WOC C43890000 \$143.64

BUNDLE WOC C43910000 \$42.99

DECKBUILDER'S TOOLKIT (4) WOC C43940000 \$79.96

PLANESWALKER DECK DISPLAY (10) WOC C43920000 \$109.90



FEATURED ITEM

MAGIC

The Gathering

MAGIC THE GATHERING CCG: BATTLEBOND DISPLAY (36)

Battlebond is a standalone booster release designed for Two-Headed Giant limited play both Sealed and Booster Draft. The set introduces a new setting and new mechanics that excel in multiplayer, plus new cards legal in eternal formats. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC C47560000..... \$143.64

MAGIC THE GATHERING CCG: COMMANDER 2018 (4)

Choose your commander and carve your path to victory in this unique multiplayer *Magic* format. Call on powerful planeswalkers and deploy their signature strategies to make sure you're the last player standing. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC C41300000..... \$159.96

MAGIC THE GATHERING CCG: COMMANDER ANTHOLOGY II

Commander Anthology Volume II collects four sought-after and long-out-of-print *Commander* series decks in one deluxe package. Contains four 100-card decks, including 13 foil commanders, 60 single-sided token cards, four deck boxes each capable of holding 100 sleeved cards, and four life total trackers. WOC C54870000..... \$164.99

MAGIC THE GATHERING CCG: GLOBAL SERIES - JIANG YANGGU VS. MU YANLING DISPLAY (6)

We brought together a team of Chinese artists, writers, and folklorists to craft a brand-new branch of *Magic* story and play, rooted in Chinese aesthetics and mythology, culminating in these two decks. *Global Series: Jiang Yanggu vs. Mu Yanling* contains two 60-card decks that feature two new Planeswalkers and new cards themed around the Planeswalkers and their story. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C54460000..... \$179.94

MAGIC THE GATHERING CCG: SIGNATURE SPELLBOOK - JACE

Signature Spellbook: Jace is a spiritual successor to the *From the Vault* series, but with a signature twist: each *Signature Spellbook* is themed around a Planeswalker and the spells that define who they are. *Jace Beleren*, fresh off having his memory restored on Ixalan, has plenty in his arsenal.

WOC C47520000..... \$19.99



SPOTLIGHT ON



WZK 73123\$39.99

DC DICE MASTERS: JUSTICE CAMPAIGN BOX
Featuring more than a fifteen characters (and their dice!), the *DC Comics Dice Masters: Justice Campaign Box* will be sure to deliver a page turning experience! What's a Campaign Box? A Campaign Box is fixed content in a large box, and has everything 2 players need to start playing *Dice Masters* like Sidekick dice, Basic Action Dice, rules, and dice bags. Scheduled to ship in September 2018.



DC DICE MASTERS: DOOM PATROL TEAM PACK

The *DC Comics Dice Masters: Doom Patrol Team Pack* will let players build their own Doom Patrol or help them team up with their allies from the Justice League. This team pack is perfect for *Dice Masters* veterans or someone looking to jump into the game fresh. A Team Pack can be paired with any Campaign Box or Starter Set to give a player everything they need to build a highly focused team for thematic play. With 24 cards and 16 dice, you'll enjoy bringing the World's Strangest Superheroes to the tabletop in your next game of *Dice Masters*! Scheduled to ship in September 2018.

WZK 73125\$9.99



DC DICE MASTERS: MYSTICS TEAM PACK

The *DC Comics Dice Masters: Mystics Team Pack* is perfect for the *Dice Masters* veteran or someone looking to jump into the game fresh. A Team Pack can be paired with any Campaign Box or Starter Set to give a player everything they need to build a highly focused team for thematic play. With 24 cards and 16 dice, this release will bring untold mysticism directly to your *Dice Masters* games! Scheduled to ship in September 2018.

WZK 73124\$9.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES

Scheduled to ship in August 2018.



ADULT REMORHAZ
WZK 73393\$14.99



DEATH KNIGHT & HELMED HORROR
WZK 73399\$4.99



FEMALE AASIMAR FIGHTER
WZK 73381\$4.99



FEMALE ELF FIGHTER
WZK 73385\$4.99



FEMALE GNOME WIZARD
WZK 73383\$4.99



FEMALE HALFLING FIGHTER
WZK 73387\$4.99



FEMALE TIEFLING WARLOCK
WZK 73389\$4.99



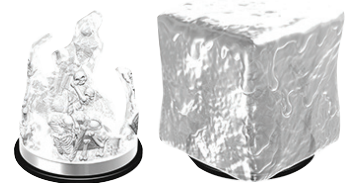
FLESH GOLEM
WZK 73400\$4.99



FOMORIAN
WZK 73392\$14.99



FROST GIANT MALE
WZK 73397\$14.99



GELATINOUS CUBE
WZK 73401\$4.99



GREEN HAG & NIGHT HAG
WZK 73402\$4.99



MALE AASIMAR FIGHTER
WZK 73380\$4.99



MALE DWARF BARBARIAN
WZK 73391\$4.99



MALE ELF FIGHTER
WZK 73384.....\$4.99



MALE GNOME WIZARD
WZK 73382.....\$4.99



MALE HALFLING FIGHTER
WZK 73386.....\$4.99



MALE HUMAN DRUID
WZK 73390.....\$4.99



MALE TIEFLING WARLOCK
WZK 73388.....\$4.99



MONODRONE & DUODRONE
WZK 73406.....\$4.99



MYCONID ADULTS
WZK 73405.....\$4.99



NAMELESS ONE
WZK 73398.....\$4.99



PANTHER & LEOPARD
WZK 73404.....\$4.99



SHAMBLING MOUND
WZK 73403.....\$4.99



T-REX
WZK 73394.....\$14.99

SPOTLIGHT ON



MAGE KNIGHT BOARD GAME: ULTIMATE EDITION

The *Ultimate Edition* includes the original base game plus all three expansions: *The Lost Legion*, *Krang*, and *Shades of Tezla*. It features comprehensive integrated rules text, 5 all-new cards, alternate paint jobs, and a great price that can't be beat! This is the *Ultimate Edition* fans have waited for! Scheduled to ship in September 2018.

WZK 73455.....\$124.99

SPOTLIGHT ON



MAGIC THE GATHERING CREATURE FORGE: OVERWHELMING SWARM GRAVITY FEED (24)

Bring your *Magic: The Gathering* Battlefield to life with *Creature Forge*. Measuring up to 55 mm in height, each highly detailed *Creature Forge* token figure comes with a base representing one of the five iconic colors that make the foundation of *Magic's* mana system. Mainstays like artifacts and Multicolored creatures can also be found in the set, each with their own unique corresponding colored base. Collect well-known token creatures from *Magic's* 25-year history, like the Angel, Dragon, Spider, Zombie and more! Collect all 28 *Creature Forge* tokens from this inaugural release! Scheduled to ship in July 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 73280.....\$83.76

SPOTLIGHT ON



MAGIC THE GATHERING: HEROES OF DOMINARIA BOARD GAME

In *Magic: The Gathering: Heroes of Dominaria* Board Game, players take on the role of a powerful Hero as they travel to the lands of Dominaria. As the player explores the ancient lands, they will need to build sites, rediscover lost artifacts, and confront the sinister Cabal in order to gain the resources needed to save the multiverse before rival Heroes do. The land of Dominaria is filled with adventure and excitement! In true Eurogame fashion, use strategy to score the most victory points and emerge victorious. Scheduled to ship in September 2018.

PREMIUM EDITION

WZK 73468.....\$79.99

STANDARD EDITION

WZK 73310.....\$59.99

PATHFINDER DEEP CUTS UNPAINTED MINIATURES

Scheduled to ship in August 2018.



CAVE LURKER
WZK 73416.....\$4.99



FEMALE ELF FIGHTER
WZK 73410.....\$4.99



FEMALE GNOME ROGUE
WZK 73408.....\$4.99



FEMALE HUMAN BARBARIAN
WZK 73414.....\$4.99



FEMALE HUMAN WIZARD
WZK 73412.....\$4.99



FEMALE KNIGHTS / GRAY MAIDENS
WZK 73425.....\$4.99



MALE ELF FIGHTER
WZK 73409.....\$4.99



MALE HALFLING ROGUE
WZK 73407.....\$4.99



FLYING RAY
WZK 73417.....\$4.99



LICHES
WZK 73415.....\$4.99



MALE HUMAN BARBARIAN
WZK 73413.....\$4.99

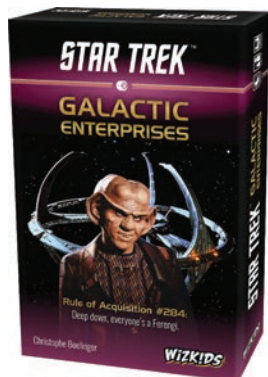


MALE HUMAN WIZARD
WZK 73411.....\$4.99



SEAL TEAM FLIX
Seal Team Flix is a fully co-operative or solo tactical dexterity game that pits 1-4 players against an eco-terrorist group called, Gaia's Hope. Players will travel modern through urban landscapes, such as an office building, warehouse, bank vault and three others. Accuracy plays a huge role in winning, and this game has a prominent dexterity factor that emulates the importance of skill and speed. The game has two modes: Campaign and Skirmish, in which players embark on an 8-Mission non-linear campaign or simply choose one of the 17 Missions to play as a skirmish. In addition, the games difficulty scales both with the number of SEALs playing as well as three optional Difficulty levels. Scheduled to ship in July 2018.
WZK 73452.....\$59.99

STAR TREK: GALACTIC ENTERPRISES
On the Deep Space 9 station, Ferengi wheel and deal legal and illegal items in order to accrue the most profit. Because as you know, a Ferengi without profit is no Ferengi at all. Be wary of special action cards that can mess with the business of other Ferengi. The Ferengi who has earned the most profit becomes the First Clerk! In *Star Trek: Galactic Enterprises*, everything is for sale - even friendship. Scheduled to ship in June 2018.
WZK 73283.....\$24.99



WIZKIDS DEEP CUTS UNPAINTED MINIATURES

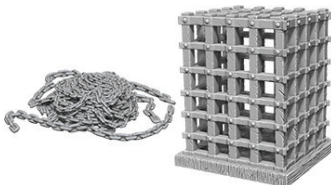
Scheduled to ship in August 2018.



ASSISTANT & TORTURE CROSS
WZK 73424.....\$4.99



IRON MAIDEN
WZK 73423.....\$4.99



PILE OF BONES & ENTRAILS
WZK 73422.....\$4.99

CAGE & CHAINS
WZK 73419.....\$4.99



EXECUTIONER & CHOPPING BLOCK
WZK 73420.....\$4.99



STOCKS
WZK 73421.....\$4.99

TORTURE RACK
WZK 73418.....\$4.99

WYRD MINIATURES

MALIFAUx

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WYR 20642.....\$18.00

RESURRECTIONIST GRAVEDIGGER
WYR 20247.....\$24.00

GUILD MONSTER HUNTER
WYR 20141.....\$21.00

TEN THUNDERS OBSIDIAN STATUE
WYR 20733.....\$30.00

ZAFTY GAMES



PIXEL GLORY
Team up with fellow wizards to vanquish the sinister monsters that lurk in the dungeon, and save the nearby village. This is a noble, and honorable quest, and...oh, who are we kidding? In reality, you're a greedy wizard who is all about fame and personal gain, and your fellow wizards are cut from the same cloth! Even if the dungeon gets the best of you, fame lasts forever. To satisfy your thirst for fame, you must prevail over your opponents by learning the best spells and using that knowledge to outmaneuver and kill-steal in the dungeon, so you can gain the admiration of the townsfolk, fame across the realm, and achieve Pixel Glory. *Pixel Glory - Light and Shadow* is a standalone sequel to *Pixel Glory* that features all new spells, monsters, elements, and even new game modes! Scheduled to ship in May 2018.

LIGHT
IMP ZAF1002.....\$25.00
SHADOW
IMP ZAF1003.....\$25.00

RIDLEY IS IN CHAOS

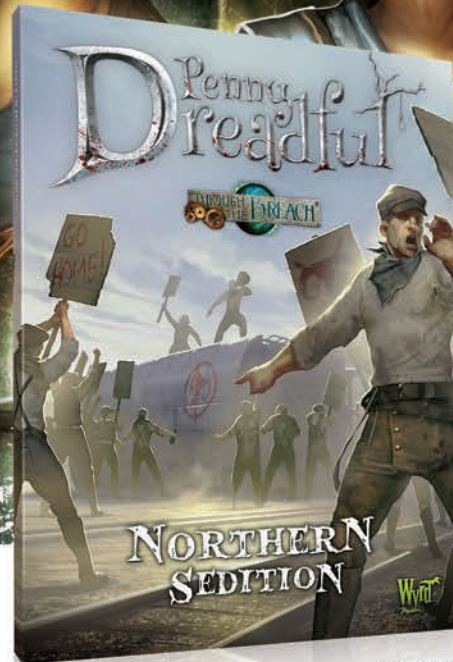
In the wake of the Ridley Massacre, a new faction has arisen in Ridley: the Seditious. These men and women seek to free the northern town from the shackles of the Guild and the manipulations of the Union, in the hopes that Ridley can stand on its own as a free, independent settlement.

The Fated are brought in to help deal with the chaos the Seditious are causing throughout the town, but are the riots really the result of unruly and entitled workers? Or is a hidden threat using the Seditious to mask their own sinister plot?



NORTHERN SEDITION

Northern Seditious is the second in a three-part series of adventures for the *Through the Breach* roleplaying game. It can be played either on its own or as the sequel to *Northern Aggression*. It requires the Core Rules to play.



WYR30208
\$28.00



WYRD-GAMES.NET
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TO THE MOON!

A new Pairs game for 2-6 players

Presented by



cheapass.com

Background: You and your friends are racing into space. Play your cards right, build a rocket, and head to the Moon!

To The Moon was inspired by the retro style of Deluxe Pairs, but of course you can play it with any Pairs deck.

Players: 2 to 6.

Equipment: A PAIRS deck and a way to keep score.

To the Moon is played over several rounds. Each round is made of several countdowns, or tricks. The goal of each trick is to be the last player still "in," and this earns you one point for every card in the trick.

To start the round, shuffle the deck and deal a hand of cards to each player. The number of cards you deal out varies with the number of players, as follows:

Players:	2	3	4	5	6
Cards:	8	7	6	5	4

The dealer plays the top card of the deck to start the first trick. Each trick represents a countdown, and may therefore contain *no more than one card of each rank*.

Play proceeds clockwise, skipping players who are out.

On each turn, you may do one of three things:

build, test, or withdraw.

Build: Play a card from your hand into the countdown. This card can't match any of the cards that are already there. If you complete a perfect countdown (all ten cards), then you win this trick *immediately*. Otherwise, play continues, and you are still in.

Test: Play the top card of the deck. If it is a legal play, then your test is a success, and you are still in the trick. If it matches another card, then you are knocked out of the trick, and *take that card into your hand*.

Withdraw: Play no cards, and take yourself out of the trick. You also take one card from the table into your hand, *unless this would leave no cards on the table*.

Note: When out of the trick, lay your hand face down on the table, with the card that you just took face up on top. This makes it easier for everyone to see who is in and out.

Taking the Trick: When only one player remains in the trick, that player wins the trick and scores those cards. All players come back in, and the winner leads the next trick by playing the top card of the deck. If the deck is empty at this step, the round is over.

Scoring: Each card captured in a trick is worth one point. Play six rounds, and then the highest total score wins.





GEAR UP!

STARFINDER

ARMORY

Outfit yourself with only the best supplies for interstellar adventure with the hardcover *Starfinder Armory*! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the *Starfinder Roleplaying Game*, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more!

PRE-ORDER NOW!
AVAILABLE JULY 2018



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INFINITY NON-ALIGNED ARMIES: SMALL BUT RELEVANT

AN ARTICLE BY GUTIER LUSQUÍÑOS.

One of the (many) new changes the Infinity Uprising book brings is the release of the so-called Non-Aligned Armies (or NA2 for short), a new faction for Infinity. This conglomerate of small armies was revealed to the Infinity community in December, with the Druze Bayram Security Sectorial Army as an example. However, it is now time to delve a little deeper into this faction and see what Sectorial Armies comprise it.

The Non-Aligned Armies are made up of the military forces of minor powers, mercenary companies, and even criminal groups, all of them small compared to the major powers of the Sphere, but relevant enough to jeopardize the delicate balance of the Human Sphere locally or even on the international scene.



These minor powers include the Great Independent Japan—now separate from the Yu Jing StateEmpire—and its military force the Japanese Secessionist Army, or JSA. Lacking the support of a great power, the proudly independent Japanese now seek the strength of cooperation with any able to provide them the influence and resources they need. However, they know that Yu Jing is not going to forgive their defection,

and the StateEmpire will take advantage of any situation to punish them, so the JSA was never so necessary for Japan. For this reason, the JSA maintains its nature of being primarily an assault force, because the Bushido doctrine requires no less.



Mercenary companies include the Free Company of the Star, or StarCo for short, which is well-known for the professionalism of its members. Only a few in the mercenary market can compete against this company in terms of effectiveness and precision. However, the feature for which it is really appreciated is the value of their word, because even if things go off the rails, StarCo always keeps it.



The Ikari Company is the most despicable mercenary company in the entire Human Sphere. The reputation of this mainly Japanese group of mercenaries is based on a record of contemptible actions committed in the name of money. But not only Japanese make up this company, as you will find the worst scum of the Human Sphere amongst its ranks.



The Druze Society is an international mafia association that extends throughout the Human Sphere. Its security service, comprised of hard-core Shock Teams paired with a dreadful reputation, is so effective that very few dare to engage it. The Druze offer one section of their security service to operate as a small mercenary company. Bayram Security's fee is not cheap, but their deadly results leave no room for negotiation.

It is clear that the NA2 would not be able to successfully face the great powers' armies, but they could indeed resist and even harm them in limited or asymmetric confrontations. And that means this new faction is a real risk factor that all Infinity powers must take into account.

A NEW EXPANSION BOOK THAT WILL MARK A
BEFORE AND AFTER IN THE HISTORY OF THE INFINITY UNIVERSE.

UPRISING

CORVUS BELL
INFINITY



THROUGH THE LONG AWAITED JSA AND MERCS THE INFINITY BACKGROUND GOES FORWARD AND CHANGES, IN AN UNEXPECTED WAY FOR MANY. THE UPRISING OF JAPAN AND THEIR SCHISM FROM YU JING BRINGS FORTH THE NON-ALIGNED ARMIES (NA2), A NEW FACTION THAT ENCOMPASSES JSA, PLUS STARCO, THE IKARI COMPANY AND THE DRUZE BAYRAM SECURITY, THE NEW MERCENARY COMPANIES. ALSO, INFINITY UPRISING CONTAINS ALL THE DIRE FOES, WITH NEW MATERIAL THAT REVEALS HOW THEIR STORIES ARE LINKED AND CONTRIBUTE TO THE JAPANESE UPRISING. THIS BOOK OFFERS YOU NEW BACKGROUND AND SECTORIAL ARMY CHARTS, BUT ALSO SEVEN NEW READY TO PLAY SCENARIOS, IN NORMAL OR NARRATIVE MODE.

AFTER INFINITY UPRISING, THE INFINITY UNIVERSE WILL NEVER BE THE SAME!

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INFINITY
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ON SALE NOW!

Maiden's QUEST

MAIDEN'S QUEST

WZK 73287 \$19.99 | Available Summer 2018!

Many heroes have entered here before. Wielding weapons and magic, skill and great power, they have all tried, and all failed to save a Maiden kept locked away.

You are that Maiden. Taught etiquette, poise, grace, and little to nothing about battle, weapons... let alone magic. You are thought powerless by others, but they are all wrong. You are armed with your will, your wits, and whatever you can find in your room. A dress. Maybe a mirror or a family heirloom you stashed away. Even your shoes can and will be used to do what no one else has done. Save you.

Starting with little skill or power, your raw determination and intellect will assist you in saving yourself... and maybe even others along the way. Time to take matters into your own hands!

Maiden's Quest by WizKids is a unique game that can be played solo, cooperatively or competitively with 1-2 players (or more with multiple copies of the game). Each player will lead their Maiden down through a tower. If they either escape the tower or defeat the Captor who has imprisoned them, they win.

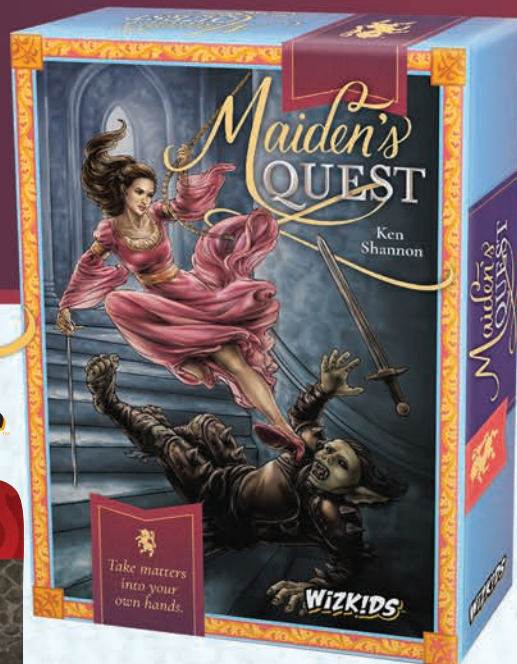
Each player constructs a 30-50 card deck made up of a Maiden, her health and her equipment combined with her Captor and the contents of the tower. Cards are cycled by sending them from the front to the back of the deck, which is called Cellaring. Players stop along the way to Encounter an Obstacle, upgrade the Maiden, fight her Captor or even find an escape. Because of an innovative spin-and-flip mechanism, each card can represent up to four different Obstacles or items.



All cards start in their "normal" state. As cards are Encountered, players have the choice to run or engage. If they run, they will have to downgrade one or more cards, moving them into progressively worse states from damaged to dangerous or even destroyed. If they engage, they fan five cards and compare the icons on those cards to the Obstacle. Losing an Encounter will almost certainly hurt worse than running, while winning flips the Encounter over to provide card upgrades, powerful game-changing treasures, or maybe even an ally.

As the deck is cycled, the Rest card, which begins the game at the bottom, will be revealed. The Rest card stops the current Encounter, shuffles the deck, and then increases the tower level. Tower level determines which cards in the deck are Encountered, so play increases

WIZKIDS



in difficulty, allowing a progressive tower or dungeon adventure all in the palm of one's hand.

When playing co-op, the active player explores their deck until coming to an Encounter. They then choose how many of their and their ally's cards are used in the 5-card fan. The trick is they can see their ally's top card. Rewards and penalties are split, but in the end, everyone must escape to win.

In competitive mode, each player bids on how many cards they need to win an Encounter. The player who bids the lowest numbers reaps all the rewards and penalties for that Encounter.

What makes the game truly different than any other card or board game out there is that Maiden's Quest is built around the "Handmaid" game engine. In addition to being able to be played without a surface, it can be played for short amounts of time (a few seconds) per Encounter and then stowed in a pocket or bag, to be continued over the course of the day. The game also allows players to jump in and out of other people's games to team up at any time, even for just a few seconds, after which both players go their separate ways. Special cards even offer rewards when teaming up with unique players. So, at a game store, convention, or other gatherings, players can jump in and out of multiple people's games, granting a truly exciting and unique experience.

The game comes with a rulebook and 163 cards, including 8 unique Maidens, each granting different abilities, 20 health cards, 44 item cards (representing over 150 different items), 10 saviors, 10 treasures, 45 Obstacles, and 10 Captors, who have unique abilities which can drastically change game play.

Anytime, anywhere repeatable play, and unique mechanics aren't the only exciting things found in the box. Over 75 pieces of beautiful art, humorous quotes, reference cards for each player and a rulebook with many examples take this progressive tower adventure experience to the "next level."

So, enjoy the solo play, have friends come over and join at any time, or head out to the local gaming spot to enjoy meeting and playing with as many people as you want. It's all here in one box. Stow the game away whenever something else grabs your attention and jump back in later in the day or week! Pick up Maiden's Quest at a FLGS this summer!

...

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COOL OFF THIS SUMMER WITH THE **ICE COOL** WORLD CHAMPIONSHIP TOURNAMENT



ICE COOL

BGP 5168 \$39.95 | Available Now!

The *Ice Cool* World Championship Tournament takes place this year, with North American finals at *Gen Con* in Indianapolis, Indiana (August 2nd-5th). The North American champion will receive a trip for two people to Riga, Latvia, where they will join other national champions from 19+ participating countries, in order to crown the World Champion at the Final Series at this year's *BaltiCon* (November 24th-25th).



HOW IT ALL CAME TOGETHER

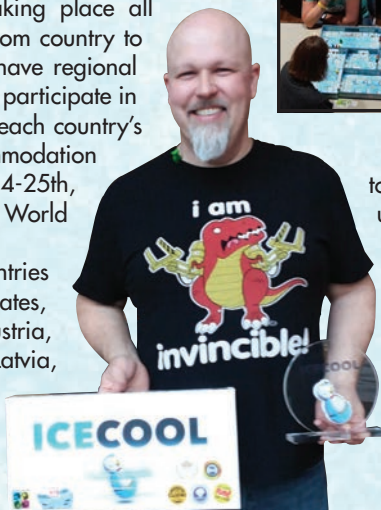
Ice Cool is the penguin flicking dexterity game that took the world by storm, winning many prestigious awards, including the "Oscar" of board gaming, the *Kinderspiel des Jahres*. In order to support the growing community of players, we here at Brain Games (the designers and publishers of *Ice Cool*) are pleased to announce the World Championship Tournament.

Two years in the making, the *Ice Cool* World Championship Tournament has come a long way since the first official tournament, held in our company's hometown of Riga, Latvia, back in 2016. Since then, there have been more than 300 tournaments held all over the globe. So, we decided it was time to invite the best players in the world to the city where *Ice Cool* was born.

THE ROAD TO THE WORLD CHAMPIONSHIP

From January this year, and continuing on until November, hundreds of *Ice Cool* tournaments are taking place all over the world. The exact structure varies from country to country, but in general, each country will have regional tournaments, and their winners will go on to participate in the country's national championship. Then, each country's winner will be given a free trip and accommodation for 2 people to attend *BaltiCon* (November 24-25th, in Riga, Latvia), in order to compete in the World Championship Final.

As of writing this, there are nineteen countries participating in the tournament: the United States, Canada, the United Kingdom, Germany, Austria, Switzerland, France, Italy, the Netherlands, Latvia, Estonia, Lithuania, Poland, Romania, Hungary, Greece, Ukraine, Russia, and



Japan. All told, there will be more than 250 individual tournaments along the road to the World Championship.

North American Championship

In the United States there will be 28 State Championships altogether, which will be followed by 9 Regional championships. Then, the regional champions from the US will join the regional champions from Canada to determine a North American champion at this year's *Gen Con*, in Indianapolis (August 2nd-5th).

For more information about tournament schedule in the United States and how you can join the tournaments and win cool prizes, see our World Championship website: <http://www.publishing.brain-games.com/championship>



PRIZES

Winners of tournaments at all levels, will receive a custom-made limited-edition *Ice Cool* trophy. Winners AND runner-ups will also be given special goodies, including exclusive packages of promo cards that can be combined with the *Ice Cool* base game for game tweaks, added replayability and extra fun!

The winner of the World Championship will receive a trophy worthy of a champion - an exciting and exotic weekend getaway for two people, travel and accommodation covered - on top of receiving the first title of *Ice Cool* Champion of the World! Look out for more details on our website!

Be sure to check back for more information about tournaments and upcoming games... as well as another unannounced huge *Ice Cool* promotion that we will be revealing this Fall!

...

*Brandon Parsons is a marketing and game development associate at Brain Games Publishing. He helps evaluate and develop new games, regularly attends community meetups and conventions, and is always up for another game of *Ice Cool*.*

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LEGION™



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ZOMBICIDE GREEN HORDE

EMERALD WAVES OF UNDEAD



ZOMBICIDE: GREEN HORDE

COL GUF034..... \$99.99 | Available April 2018!

It was well known that the zombie plague wasn't limited to just humans. Undead wolves and crows had been harassing the living since the beginning of the outbreak, and various methods had been utilized to deal with those threats. It seemed as though the worst might be over. But then, way out at the edge of human civilization, on the borderlands that led to Orc territory, reports started coming in that the plague had spread even to those remote regions, aided along by Orc Necromancers. Worse still, the Orcish undead were massing in huge groups, sending enormous hordes of zombies into towns, leaving nothing behind but blood stains and gnawed bones. Survivors in these far-flung regions had to adapt new tactics when dealing with this onslaught. They've learned to use the countryside's hedgerows and grazing ponds as places to trap and disorient zombies. The massive trebuchets that once protected towns from raiders are now being put to use against Orc zombies. *Zombicide: Green Horde* is the stand-alone expansion to *Zombicide: Black Plague*, and this time, the zombies are bigger, meaner, and greener.

Zombicide fans will recognize the new challenge the Orc zombies represent. These brutes were always stronger than humans, and they retain that power as the undead. Orc zombies inflict two Damage with each hit, quickly breaking through a Survivor's armor and reducing them to a bloody pulp. Goblins were always a constant companion of Orcs. They too, have succumbed to the zombie plague and move with a greater speed and agility than their brutish cousins. It's not simply that Orc zombies are stronger than regular zombies, they also tend to group together. Orc zombie spawn cards marked with the Horde



symbol will grow the Horde. Players set aside one extra of the type of Orc zombie spawned with the card in a growing pack on the side of the board. Then, when an Enter the Horde card is drawn, the whole Horde is unleashed on the board at once. This mass of rotting green flesh will surely give players bad dreams.





Looking to put an end to the nightmare is a new batch of heroes. All of their lives were thrown into chaos with the coming of the emerald tide. Asim was thought to be a simple merchant, but has shown himself to be quite adept at killing Orcs. Johannes was an engineer in his pre-outbreak life. Now, he's using his vast knowledge to create fortifications and weapons to combat the Orcs. Megan's the heir to a family of thieves. She's not just good with daggers, but has also dabbled in magic. Berin is a mercenary for hire, with lots of experience against the Orcs before the plague. He's had to adapt his fighting styles, but alive or dead, he's ready to tackle any enemy. Rolf was used to hunting Orcs along the borders on his own. He's had to eschew the lone wolf lifestyle and team up with others for the first time. Seli is an enigma. Found in a pile of corpses with a wound on her head, she's unable to remember who she is or even beyond a couple days at a time. It's not dulled her ability to kill, however, and she's a welcome member of any zombie-hunting party. These Survivors will have to work together over the course of a 10-quest campaign.



To help manage zombie movement and to give the players a fighting chance, *Zombicide: Green Horde* includes new Hedges, Waterhole Zones, and the formidable Trebuchet siege weapon. Hedge give Survivors a place to hide from and sneak up on unsuspecting undead Orcs. Meanwhile, Waterhole zones have both shallow Banks and steep Ledges, which savvy Survivors will use to trap zombies. The Survivors' greatest new weapon is the mighty Trebuchet. Originally designed to protect against the Orc raiding parties, they're now being used to crush masses of undead. When using the Trebuchet, players can choose one of three types of ammunition to load, depending on what sort of target they have in mind. No Orc wants to be on the receiving end of its fire.



This horrifying new green menace will test new and veteran players alike. *Zombicide: Green Horde* will be available in your FLGS on April 27.

...

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.



SANDY PETERSEN'S Cthulhu Mythos

Inside the Adaptation of a Strategy Board Game to an RPG

PATHFINDER: CTHULHU MYTHOS

PTG RPG-PF..... \$44.99 | Available Q2 2018!

Petersen Games is releasing its first RPG product!

It's a new project titled *Sandy Petersen's Cthulhu Mythos - Pathfinder* with over +100 Cthulhu entities, as well as rules for bringing Lovecraft (from the foremost experts of it) to the High Fantasy/Sword and Sorcery world of Pathfinder.

I have taken the carefully balanced, scary monster miniature-laden strategy board game *Cthulhu Wars* and created all the rules, characters, and scenarios for the perfect addition to your *Pathfinder* RPG portfolio.

STRATEGY GAMES VS. RPGS

One important consideration in adapting our strategy board game *Cthulhu Wars* into the world of RPGs was adjusting the number of minions from something balanced and fair (strategy game) to "more is better" (RPG).

For example, in *Cthulhu Wars*, the Black Goat only has two ghouls - this is balanced and fair for their faction, in board game terms. But if you are a Gamemaster sending a party of ghouls to attack your players' characters, you'll need to lay your hands on more of them.

I'd like to talk about two other specific cases in which we had to change things up better suiting the tactical RPG world.

GREAT CTHULHU

In Lovecraft's mythology, the monster Cthulhu is mountainous in size. Though the figure we've provided for him in the board game *Cthulhu Wars* is almost eight inches tall, and seems huge, for a figure, he is too diminutive for the "real" Cthulhu.

In fact, no company has produced a figure of the appropriate size. By my calculations, a Cthulhu figure needs to be a *minimum* of six feet tall to match the 28mm scale, and maybe even bigger.

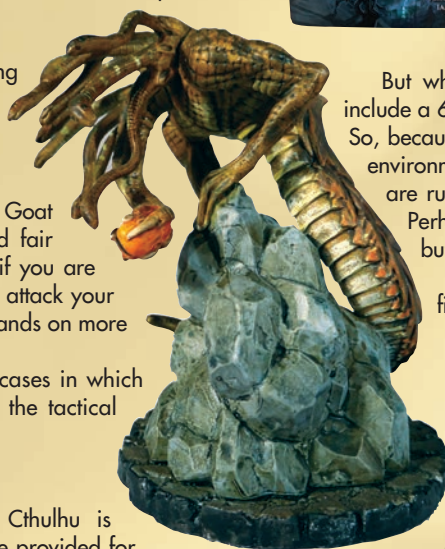
In the board game, there's no problem. The figure is huge, easy to see, scary, and can stand-in for Cthulhu.

But in an RPG, where sizes are supposed to be accurate, our 8-inch masterpiece obviously cannot be Cthulhu himself.

Many people don't know that Cthulhu is just one of a whole race of creatures, called Starspawn. He is their high priest and leader, but millions of other "Cthulhus" like unto him wait under the sea. It's possible, even likely, that he is the largest, but it's never stated.

The Starspawn appear in *Cthulhu Wars*, as figures a little larger than a man, which is of course too small for the RPG, so they are renamed "Larval Starspawn," and represent newly-budded individuals, still potent in a fight.

And we are including our Cthulhu figure, but we have renamed it "the Starspawn." So, it is now simply one of Cthulhu's species, smaller and weaker than Cthulhu, but still fearsome.



But where is Cthulhu in the RPG? Well, obviously we can't include a 6-foot figure of the dude, but we DO want to include him. So, because of his terrifying size and power, we treat him like an environmental hazard rather than a tabletop enemy; i.e., there are rules laying out the effects of having Cthulhu in the area. Perhaps not as dire as "1d4 player-characters per round" but close to it.

Thus, we were able to parlay our too-small Cthulhu figure into *three* extra creatures for the Pathfinder game!

LORDY, EIGHT POLYPS?!

In another example, the *Shadows Out of Time* set includes eight flying polyps. Those familiar with the Mythos know that flying polyps are not mere sword fodder - they are one of the most terrifying species Lovecraft ever created, with a history to back up their reputation.

Lovecraft outright states they caused the extinction of the dinosaurs, the Permian extinction, and possibly many other major extinctions. They are genius-level predators with terrifying otherworld abilities.

However, there is method to our madness. Let me explain.

FLYING POLYPS DON'T OBEY OUR LAWS

Flying polyps shift in and out of visibility, and at any given time much of their existence is on other planes of existence (though they feed on creatures in our own plane).

Their polypous, gestalt nature means that the various parts of their form in our dimension don't even need to be adjacent, which may help explain how they can emanate winds which suck a target back towards them (among other things).

In our new rules for the flying polyp, when one appears, the gamemaster rolls 1d8 to determine how many separate body parts that polyp manifests as. Thus, the eight models we are providing is for one *single polyp*! Thus, this one monster can surround a party, or try to split it, using its body parts as tools to this end!

I feel we have transformed the polyp into a dynamic tactical challenge. A creature with multiple bodies, each shifting in and out of existence? So, in fact we are only giving gamemasters one flying polyp. But really, that's all you should ever need.

So, while the work of taking an existing mythology previously used in our strategy board game and adapting it to a role-playing environment was challenging, my team and I feel it was worth it to make this amazing world more accessible to the RPG enthusiast.

...

Sandy Petersen is the creator of Sandy Petersen's Cthulhu Mythos - Pathfinder.



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HEART AND SOUL



ADVICE FOR THE DEVOTION **DRAGONFIRE** PLAYER

DUNGEONS & DRAGONS: DRAGONFIRE DBG - CORE SET

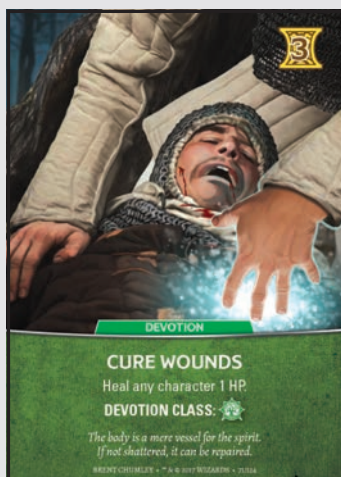
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RACIAL VARIATION

Every race has slightly different relationships with their god or gods, but as a whole, the Devotion Classes in *Dragonfire*—especially the Clerics—contain the most well-rounded characters. Average health. Maybe a little light in the coin purse but always a solid set of starting skills. Druids can be an obvious exception. They tend to be a little tougher, if a bit poorer, and the Forest Gnome Druid often wants to spend pocket lint, but still a player will rarely see the same level of weaknesses found in the other Character Classes.



GENERAL PLAY

Ask the other players what your primary job is, and the number one answer will always be *healing*. And they'll have a point. Only Devotion Class Characters can *efficiently* use the healing spells which

are necessary to keep a party on its feet. But don't get too caught up in this, and don't worry overmuch about who's taken the most damage. Fighters always win that race, and it serves them right for rushing in where angels might fear to tread. Instead, look at the vulnerability of each party member. A Wizard at full health facing a dragon is likely in a worse place than the Barbarian with a *Tower Shield* surrounded by a pack of goblins. Also, don't forget the free healing that takes place between Scenes. Just because the Rogue has a boo-boo doesn't mean you need to forgo your *Spiritual Weapon* and rush to his side with a *Cure Wounds*. A little blood loss never killed anyone. Well... not right away.



Remember: In a well-fought Adventure, the players will end the day at almost the same hit points no matter where they started.

When healing isn't a critical necessity, look for your opportunities to shape the Adventure. Here is where the Devotion Classes get a chance to *shine*. Don't overdo it with *Bless* spells—those may be the best off-color purchase the other Character Classes can make. Meanwhile, *Spiritual Weapon* remains one the most powerful assists in the game, so long as it's in your hands, and *Augury* gives you the ability to affect the Dragonfire Deck itself! Adventures will be won and lost on this last ability alone. What good is a fully healthy party when the Dragonfire Deck removes your ability to play cards, or dispels all of your magic?

Because Clerics and Druids are given such leeway in their play styles, they must be quick thinkers as well as planners. Some Adventures require a great deal of accessible healing, while others demand the Devotion Character wade in at the Fighter's side in the line of battle. Many Adventures, on the turn of a single Dragonfire card, can shift that strategy from one priority to the other.

True, it can be annoying when you are one turn away from *finally* purchasing *Spirit Guardians*, but don't waste time bemoaning the fickleness of fate—that's the Wizard's forte. Roll up your sleeves, ready your spells, and get back to work!

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FRIENDLY LOCAL GAME STORE BY GARY RAY

ATG GPW006..... \$24.95 | Available May 2018!

I've been reading Gary Ray's blog, *Quest for Fun*, for years and years. When I saw a post go by on Facebook that Gary was interested in collecting his retail wisdom into a book, I elbowed my way to the front of the line, making the pitch that *Gameplaywright*, the non-fiction imprint about games and gaming that I founded with Will Hindmarch eight years ago, would be the ideal partner to bring it to press. Almost exactly one year after Gary and I first spoke about the idea, we opened pre-orders.

If you love games, like the idea of being your own boss, and believe in the power of community, Gary and I hope you'll give his new book, *Friendly Local Game Store*, a look. Here's a short excerpt.

—Jeff Tidball, Publisher,
Friendly Local Game Store

INTRODUCTION

It's a trap!
—Admiral Ackbar

Excerpt from *Friendly Local Game Store*, courtesy of Gary L. Ray and Atlas Games



You don't need this book to start a game store. You need shockingly little to start a game store, it turns out. Stores open all the time with a handful of folding tables and a binder of *Magic* cards. There are parents who think opening a game store would be a great experience for their young offspring, so they fund a hole-in-the-wall store in a sketchy part of town with a month-to-month lease.

The game trade has a lot of problems, but a high barrier to entry is not one of them. Anyone can start a game store without much money or experience, or even literacy. There are few books on starting a game store and there is no market for consultants for starting a game store. That's because anyone can do it and gamers — who comprise the vast majority of game store owners — don't like people telling them how to play. So don't let me hold you back.

You could certainly start a hole-in-the-wall store, but I have to ask, why would you want to? Just because you can do something doesn't mean you *should*. That low barrier to entry in starting a game store is actually a trap. Without proper planning, proper financing, and a clear vision of what you want to personally accomplish, the danger is not that you'll fail at starting a game store. You would be lucky to fail. The real danger, the trap that will freeze your potential in carbonite, is that you'll somehow succeed.

This exact thing happened to me with my first business. I was the co-founder of a magazine called *CyberSangha*, a publication about Buddhism and computers that spontaneously sprang from the BBS era, before the web was popular. After two years of publication, including getting nationwide distribution in Barnes & Noble and Borders, I finally got around to speaking with an industry veteran who understood the numbers. Because my partner and I had no business plan and weren't properly capitalized from the beginning, we had failed to invest enough initially to establish a strong circulation.

We were two years in with what was essentially a binder of Magic cards and some folding tables. Oh sure, we could have continued publishing, but nobody would ever be a full-time employee of that business. The business foundations were fundamentally flawed. That's the danger of an improperly planned business. You can do it, but done wrong, it's more a burden than a boon, sticking you with a wicked sunk opportunity cost when you could have been doing something else, or better yet, doing that same thing but properly.

This book takes the position that if you want to start a game store, or any small business, you should plan to do it right. Most endeavors in life have a clear-cut success or failure to indicate whether you've made it or not. Running a game store doesn't necessarily give you that important feedback.

Doing it right means establishing your personal goals first and then building the business around those goals. The lucky ones who haven't properly planned will fail early. To truly screw up your life, your small business will linger on, almost but not quite making it. That's a terrible position to be in, let me tell you. A successful store will not only stay in operation, it will meet your personal financial goals. If you want to take a vow of poverty, join a religious order. If you want to run a small business, start with your financial goals.

We'll discuss a clear concept of success. Specifically, we want you to make a comfortable middle-class income. But we'll also talk about a clear idea of failure, with an exit strategy. It's important to develop an exit strategy, your personal definition of failure. Your friends and loved ones will be more willing to support you and your small business goals if they know you won't be going down with the ship, taking them with you. Draw a line in the sand in the beginning and don't cross it. Will you use credit cards? Will you lose the house? Know your limits.

One of the key ideas behind this book is that you'll start a business with grown-up financing, rather than on a shoestring budget. Anyone can start this business on a shoestring budget, as I mentioned. That's not how you succeed in this field. This approach assumes you have access to capital, which we'll discuss later.

Some veterans will scoff at this "big money" approach. There are successful game industry veterans who will tell you they started their store with some folding tables and a binder of Magic cards. That they did it on a shoestring budget. Those people have great stories. They should write books too. However, they are outliers.

There is very little luck in small business, so these outliers clearly worked hard, learned the trade well (many before they opened), reinvested continuously, and made something of their stores after a number of years. Over coffee, they might tell you how they wish they had done it differently, how they wasted years of their lives fumbling around, but I don't want to take away from their success. However, you can't plan to be an outlier. My hope is that you'll succeed in a more straightforward fashion, hopefully saving you a lot of time, pain, and awkward coffee conversation later.

This book includes many of my own stories about how I started and ran my store over the last 14 years, including the last 11 years I've also spent blogging about the industry. These stories include mistakes, some personal sacrifice, and some unusual, sometimes singular factors in my survival and success. My store, Black Diamond Games, has been around for 14 years and now does a million dollars a year in sales.

My store is probably in the top 10% of stores nationwide by revenue. I say probably because there are no reliable statistics in this trade, no data widely available, just what one learns from one's peers. A million dollars might sound like a lot. However, as I write this, I've got \$682 in the bank and an \$8,000 rent payment due in five days. I don't know how we'll pay it, but we'll find a way. "We'll find a way" should be our motto.

...



Gary L. Ray writes Quest for Fun, the tabletop gaming business's most influential retail blog. He is president of the hobby game store Black Diamond Games in Concord, California, which began as a tiny starter store 13 years ago and has since then grown to become a million-dollar-a-year business with nine employees. Gary also writes for the Wizards Play Network, and can be found giving retail presentations at trade shows across the country. His goal is to run a world-class game store from a beach, whether an actual beach or a metaphorical one.

TRICKS OF THE GAME TRADE

by Jon Leitheusser



GETTING ON IN YEARS



There are a couple very exciting books available this month. Both of them are for games that have been around for a while now, and both of which allow other publishers to create books for their game. Once a game has been around for a few years (or more), the books from these “other” publishers can equal or exceed the original publishers in quality.

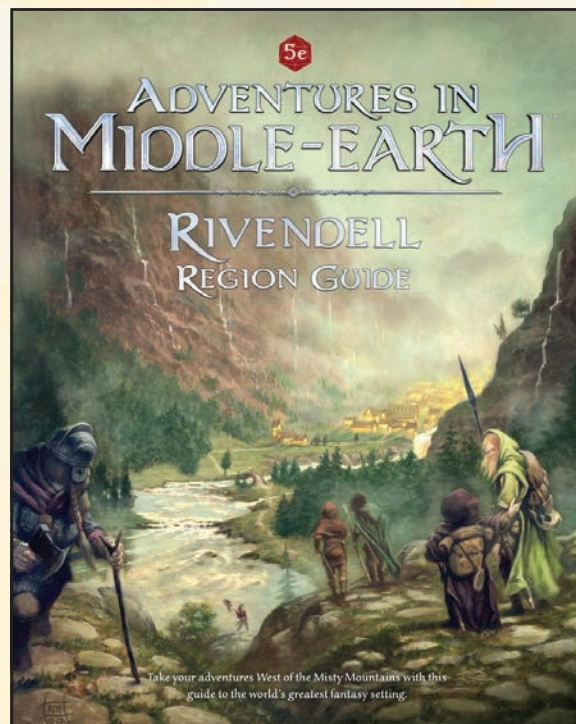
This month, there are two books (or is it four?) that meet those criteria. The first is for Cubicle 7's *Adventures in Middle-Earth: Rivendell Region Guide* (for *D&D 5th Edition*). The other is Kobold Press's *Midgard Heroes Handbook* and the two supplements for it that provide more options for *D&D 5th edition* and the *Pathfinder RPG*.

These books are all exceptional and offer Game Masters and players great setting information and a variety of excellent rules options for their *D&D* or *Pathfinder* games.

ATTRACTING THE EYE

Over the past couple of years, the *Adventures in Middle-Earth* line of books have released a number of very high-quality books for *5th Edition D&D*. This month, the *Rivendell Region Guide* explores the area west of the Misty Mountains all the way to the Last Homely House, which provides information for extending your game into the eastern portion of Eriador. So, if you're interested in introducing Rivendell, Angmar, Fornost, Mount Gram, Tharbad, and everything else in that area, this is the book you need!

One of the fantastic things about gaming books based on licenses is that they consolidate information from the source material in a well-organized way. So, instead of having to hold all the information from the books in your head, you can rely on the writers and editors to have done their research and included all relevant details in the gaming sourcebook. That's very handy when you're mid-game and you need to find some detail to make things “feel” more like the source material.



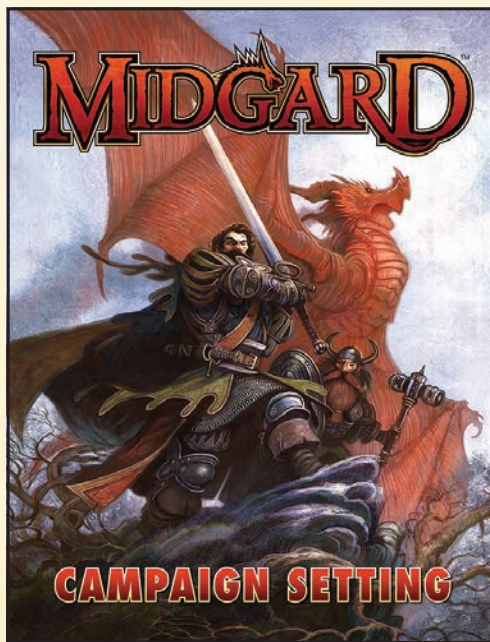
In addition to all the world information teased out of the books, the *Rivendell Region Guide* also includes rules for playing the ever-popular Rangers of Middle-Earth and the High Elves of Rivendell. Clearly, the Rangers and High Elves have many similarities to what's found in *D&D* since Tolkien's books were definitely the inspiration for that class and race, but this book provides game information to make them match the source material even more closely. That should be a real boon to players who want to play a real Ranger or High Elf.

If you're looking to challenge and reward your players with new and different options, then this book offers rules on creating your own magical treasures along with what happens when their PCs attract the attention of the Eye of Mordor; something every fantasy fan should have a strong fear of.

This is a book that fans of *The Hobbit* and *The Lord of the Rings* will appreciate on many levels, but it also offers mechanical options to appeal to gamers who want to make their game feel even more like Tolkien's world.

FROM MIDDLE-EARTH TO MIDGARD

Kobold Press has been around for 12 years now, but Wolfgang Bauer, the man behind the kobold, has been in the industry for decades, having worked at TSR and Wizards of the Coast before setting out on his own. So it's no surprise that someone with so much history, talent, and connections should create amazing books for *D&D* and *Pathfinder*. After all, both games are based on the same rules system, so they're similar in terms of rules, but also with regards to their fantasy setting. However—and this is a big however—Kobold Press has taken the setting ball and run with it!



Kobold's Midgard setting has been around for a little over a decade, but now the folks at Kobold have gone through all the books and pdfs released in the past, added new details, and created new books for both *Pathfinder* and the latest edition of *D&D*. Like most fantasy settings, Midgard is based on a Western medieval vision of fantasy, but particularly draws inspiration from Norse mythology, but also introduces scads of original ideas to create a setting like, but also unlike any other.

The main book, the *Midgard Worldbook*, is 461 pages of setting information along with a selection of monsters, magic items, and more for *Pathfinder* and *D&D*. That's a seriously huge setting book, especially for *D&D*, which has released a number of adventures, but not a big setting book. The *Midgard Worldbook* is exactly what you need if you've been looking for a highly-detailed, well-executed, and mechanically sound (with regards to game mechanics) setting to base your *D&D* games in. *Pathfinder* has had plenty of setting information available, but the Midgard setting is different from Paizo's official world of Golarion, so anyone looking to start a new campaign in a world unfamiliar to the players should absolutely check out Midgard, you won't be disappointed. One important note, the vast majority of the *Midgard Worldbook* contains almost no game mechanics, instead concentrating on a wealth of setting information including multiple nations.

Each of the nations have a different "personality", so if you want to run something in a major city with thieves and intrigue, or if you want to take the players to a city of dragonborn, or if you want to pit your players' characters against Genghis Khan-style centaurs ranging across the steppes, then this is the book for you.

WHAT ELSE?

For GMs and players looking for more to add to their games in terms of game mechanics, the *Midgard Heroes Handbook* includes 17 new/different races, more than 30 new archetypes, paths, bloodlines, paths, schools, etc. Including new options for every one of the characters classes. There are also new feats, backgrounds, domains, spells, magic items, and more. The *Midgard Heroes Handbooks* offer new options that players and GMs will be exploring

for years to come. They're just the sort of things to reinvigorate a long-running game and gives players and GMs new options to keep their game fresh and interesting.

Some of the options include the Barbarian's Primal Path of the Ancestors, the Bard College of Entropy (luck-focused), the Fighter Sword-Dancer archetype, the Rogue Duelist, a Sorcerous Bloodline for Shadow, a Warlock pact of the Genie Lord, a new Wizard school of Elementalist, and plenty more.

The new feats include options related to ley lines, runes, and more. Backgrounds including Amazons, exiles, scholars, villagers, rebels, and more. In addition, there's information about ring magic, rune magic, rituals, and dozens and dozens of new spells to add to your campaign.

In short, the books detailing Midgard are excellent and offer GMs and players a ton of new options that should make your games more fun and exciting for years to come.

TAKE IT TO THE TABLETOP

With new books like the ones discussed above, there are options to keep your games fresh and new for many campaigns to come. Whether you're talking about *Pathfinder* or *D&D*, the Midgard setting books offer a wealth of new choices that you should definitely check out.

...



Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, was the Mutants & Masterminds game developer for Green Ronin from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on Advanced Dungeons & Dragons and still games twice a week with his friends online or in person. He lives in Bellevue, Washington.



TITAN SERIES: SHUTTERBUG (CLP 133)

From Calliope Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



8 & Up



2 - 6 Players



20 - 50 Minutes



PI

Mythical creatures! Pegasus: Are they real? Have you seen one? Wouldn't it be cool if you could snap pictures of one? In the game of Shutterbug, your goal is to do just that! It's 1932, and the tabloids are ready to pay for you to get pictures that prove these creatures are REAL! Your goal is to get the most points by fulfilling the job assignment from a tabloid to get the pictures they want. Compete with your fellow players for tips on where those creatures are, and then try to get crisp, clear pictures of them! But even if you can't get the best shot, don't worry... The tabloids will settle for dark and blurry shots of these freaks of nature, too!

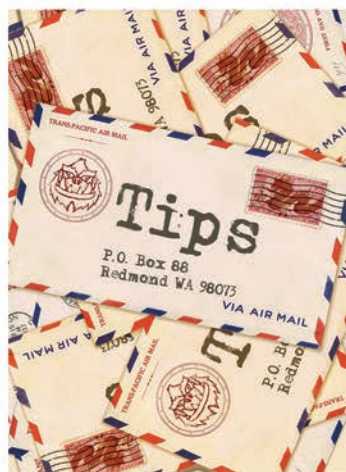
HOW IS IT PLAYED?

Each player plays a freelance photographer trying to find and take the best pictures of these mysterious creatures. The game accommodates 2 players very well, by providing two photographer pawns in blue and red, so when two players are playing they each play two photographers. At first, we were worried that this game would not play as well, but it was well-balanced for just the two of us to really enjoy it! Along with your photographer pawn(s) each player receives a *turn order card* and 4 *side job markers* that help track bonus points you can earn in the game by doing *side jobs*.

The playing board has hex spaces on it that show a silhouette of one of the four possible creatures, spread across the six different terrains. For example, a space may show a silhouette of the Pegasus on a beach terrain, but other spaces showing the Pegasus are on different types of terrain. Six spaces on the board are city spaces. Each player starts their pawn in a city of choice; for 2 players you start with your pawns in two different cities. At the top of the board there are four "side jobs" you can try to go for during the game. For example, if you catch all four creatures you put your side job marker on that space and get bonus points at the end of the game. There is also a round counter on the board where you use a marker to count down eight rounds of play. When the eighth round is done, scoring is processed, and a winner declared!



There is a deck of 72 "Secret Assignment" cards. These are shuffled, and each player receives one – the rest go back in the box. The assignment card shows two different tabloids with an assignment – the assignment shows the three characters you are looking for, and the total *quality* of the pictures you must get. At the end of the game each player reveals this card and declares which tabloid they are fulfilling and gets the amount of points for that fulfillment. You don't have to get all three, but you will get points for the ones that you do. Having 72 of these cards because the goal for each player will be different each time you play for a while.



There are 48 creature photo tiles – each shows one of the four creatures, and a number which depicts the quality of the photo: 1 is blurry or dark, 2 is a little better, and 3 is bright and crisp. These tiles are put in a bag and mixed up.

Last, there is a deck of 48 “tip” cards that are shuffled to make a draw pile. Each player starts with 3 cards. These cards are used to obtain the photos.

Each player does the following on his or her turn:

- There should always be 7 creature tiles on the board. If there are not, the player first picks the number of tiles needed from the bag and places them on the board; the first player places all 7 on the first turn. Each tile is placed on the board in the matching creature + terrain space. These are now photographs the players can try to get.
- You then move your character (or characters in a 2-player game) 1, 2, or 3 spaces on the board. As you land on each space you can perform the following actions:
 - a. If you land on a space that another player is on you can “trade” tips – basically meaning you take one of the cards in your hand that is no good to you and give it to that player, then take a random card from their hand. So, you get rid of something that is not helping you, but you take a chance on what you will get.
 - b. If you move *through* a city space, you can draw one tip card from the deck. If you *end your turn* on a city space you can draw two tip cards
 - c. If you land on a space that has a creature tile, you can take it as long as you...
 - i. Have that matching creature card in your hand of tips, and...
 - ii. On the creature card it shows a number that you must fulfill – so let’s say you land on a Pegasus on the beach that shows a 3 quality - you need to have at least 1 Pegasus tip card and then 2 more tip cards that either match the creature OR the terrain they are on.



While looking at your assignment card, it is important to make sure you are trying for the creatures you need, but you have to pay attention to the quality too. Let’s say your assignment shows you need a Pegasus with a quality of 5 – so far you have one with a quality of 3 captured so you at least one more Pegasus with a quality of 2, or two more with a quality of 1, to fulfill that assignment.

As you get the pictures, don’t forget to monitor the side jobs you can be fulfilling, too!

- d. When your turn is over, make sure you do not have more than 7 tip cards in your hand.

After each player takes their turn the round marker moves up. Once the eighth round is over, scores are tallied:

Each player chooses which tabloid to fulfill, takes the points for the creatures found for that tabloid, adds points for any side jobs completed, and if any pawn ended the last round in a city space they get an additional 2 points (or 1 per character in a two-player game) The most points wins the game.

TIMING OF THE GAME

With two players this game plays quickly – close to the 20 minute mark. We played a couple games our first time. We see no reason you cannot make the game longer, adding more rounds and possibly giving each player 2 secret assignments to fulfill.

Overall, Shutterbug is a fun game, and can easily be taught to younger players, too. We hope you will give it a try!

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



DOCTOR WHO FLUXX (LOO 080)

From Looney Labs, reviewed by John and Isaac Kaufeld

 8 & Up	 2 - 6 Players
 5 - 40 Minutes	 \$20.00

EVERYBODY'S HERE!

Speaking of the Doctors and their Companions, the game features Keeper cards with all of the doctors from the first to twelfth, plus a clever "Future Doctor" card which always counts as the highest numbered Doctor.

Let's get this out of the way up front: One of us watched more *Doctor Who* than the other one. It's not *that* much more, though — Isaac is only ahead of me by, oh, three Doctors and six seasons. (Hmm... I guess it's a bigger "more" than I thought.)

Our *Doctor Who* experience began with the show's 2005 revival. I'm stalled near the end of season 4, but Isaac continued through season 10. His favorite is the eleventh Doctor; mine is the ninth.

Shifting to the world of *Fluxx* from Looney Labs, we're roughly even. We both played several versions of the game, ranging from basic *Fluxx* to *Pirate* and *Firefly Fluxx*. At least five versions of the game live somewhere around the house. (Oops... make that six versions; *Holiday Fluxx* was hiding behind some ornaments.)

Putting our varied experience together brings us to today's review: *Doctor Who Fluxx*, one of the most recent additions to the *Fluxx* line.

Let's look at the top five things you need to know about the game before we all run out of time.

YOU PROBABLY KNOW THE BASICS

If you played *Fluxx* in any recent edition, then you can guess what's ahead with *Doctor Who Fluxx*. The basic game play stays the same. The theme comes out mainly in the Keeper and Creeper cards (more about those below).

If you never played *Fluxx* but you love *Doctor Who*, then you'll be fine. Designer Andrew Looney kept the basic game mechanics simple, plus he put instructions on pretty much every card. If you prefer someone showing you the game, nip over to the Looney Labs channel on YouTube for several instruction videos.

NEW ICONS, RENAMED CARDS

Most of the themed *Fluxx* decks introduced cards with icons unique to that version. *Pirate Fluxx*, for instance, uses "ship" and "booty" icons because it's a pirate thing.

Doctor Who Fluxx uses two very appropriate themed icons: The Doctor and Companion. These icons mark the two main kinds of Keeper cards in the game to make it more accessible to fans and pre-Whovians alike.

They also gave themed names like "Time Vortex," "Psychic Paper," and "Run!!" to some of the classic action cards. The game includes a rule unique to the problems of a time traveler, "The Blinovitch Limitation Effect," which forces players to discard all but the highest numbered Doctor. These and the other renamed cards set the stage nicely for a *Doctor Who*-themed game experience.



All of the Companions you know and love (or love to hate) made the deck, too. K-9, Rose Tyler, Captain Jack Harkness, River Song, and all of the others are ready to help The Doctor set the universe right again.

You'll also find The Doctor's classic enemies as Creeper cards, including Weeping Angels, The Master, Cybermen, and plenty of Daleks.

FROM A FAN'S PERSPECTIVE

Doctor Who Fluxx offers a ton of inside jokes and references, just like the other licensed versions of the game did before. It delivers many of these jolts of awesomeness in its themed card titles. ("The Pandorica Has Been Opened" is one of our favorites.)

We laughed throughout the game at the strange combinations of companions, Doctors, and enemies that appeared together in play, like a holiday special gone wrong. If you're a fan, get ready to pop off your favorite quotes and follow-up lines as you play.

FROM A GAMER'S PERSPECTIVE

For all of its weirdness, *Fluxx* sticks around and keeps growing because it's just fun to play. What else can you say about a game that starts with only two rules (draw a card, play a card) and offers no way to win?

Ever since the themed versions appeared on the market, we find ourselves gravitating to

them rather than the base game. After all, when you can enjoy *Fluxx* with your favorite *Doctor Who* or *Firefly* characters, why play without them?

THE VERDICT

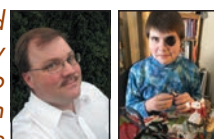
If you love *Fluxx*, feel passionate about *Doctor Who*, or know someone who fits into either of those camps, then *Doctor Who Fluxx* is an easy "buy" recommendation. The game play works just like it always does, but spiced with some well-designed flourishes made for TARDIS lovers everywhere.

As with all *Fluxx* games, you can mix and match cards from various decks if you feel like tinkering with game play. For a bit of true irony, toss in the Time Limit Meta Rule from *Martian Fluxx*. There's just something inherently funny about a Doctor with a time limit.

Have fun flying your big blue box. Whatever you do, don't blink and don't get yourself exterminated. Allons-y!

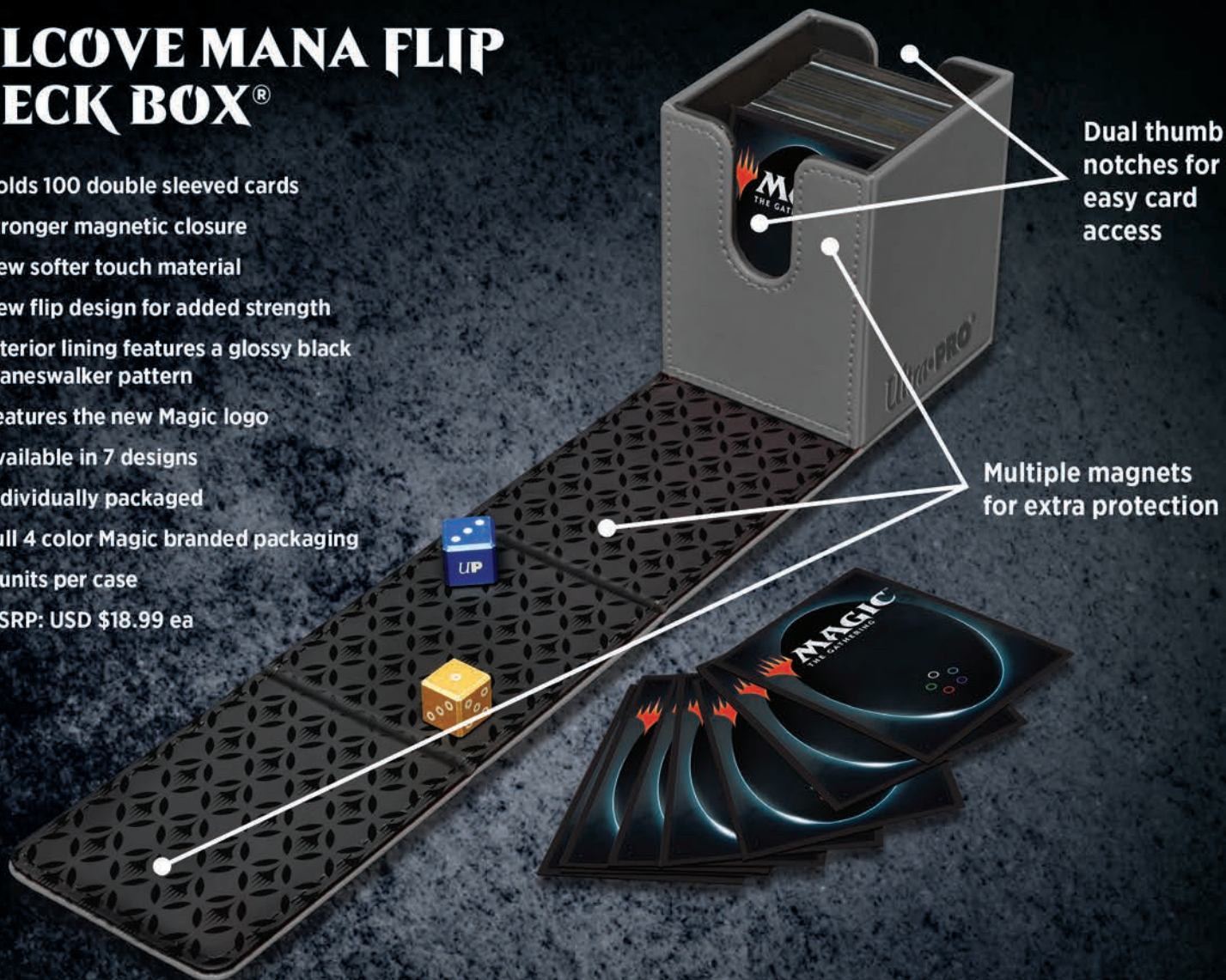
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John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac Kaufeld at all. Recently, the two of them threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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SHIPWRIGHTS OF THE NORTH SEA (RGS 00587)

From Renegade Games Studios, reviewed by Rebecca Kaufeld

 12 & Up	 2 - 5 Vikings
 50 - 70 Minutes	 \$50.00

The work of a Viking is never done. Whether it's sailing to the ends of the earth for a bloodthirsty battle or acquiring resources (somewhat questionably) for the tribe at home, a day's work is full of action-packed, awe-inspiring, vicious reputation-gaining adventure and thrills.

But that's only one side of the tale.

Shipwrights of the North Sea offers a new perspective into the year 900 A.D. Before the warfare, before the blood and violence and traveling to pillage and plunder for glory, there were craftsmen. This is their story.

THE LAND

Each tribe has a particular section of land near the Sea, a vibrant community where townsfolk and marauders live in harmony. Those who don't seek the glory of the ages find fulfilling work in building ships in the workshops, running the mill, or supporting the families in the village.

While the workshops and village serve mostly as locations for housing ships and people, the mill serves a second purpose: not only to store available resources, but also to help make money. That helps to build buildings, which give more victory points towards declaring the craftiest shipwright of all.

MORNING

Each round represents a day in the life of a shipwright. As with any tradesman, work begins early. The different tribes gather together to share the first round of resources of the day: a deck built of ships, craftsmen and townsfolk cards.

Now, one would think for a shipwright, the most important cards ought to be ships. After all, they give gold and regulate how many workers can be assigned the following day - they even award victory points towards becoming the greatest tribe of all! However, specialized craftsman, skilled in the art of making a particular kind of ship, are equally valuable. One cannot simply build a Busse without a decent carpenter.

Using a drafting system, each player collects three cards to help guide their actions later in the turn. Because each card is unique and helps in an unusual way, it may be useful to collect a variety of cards to be better prepared, but whatever the strategy, keep an eye out for neighboring townsfolk. They try to help any way they can, even by some questionable means...

NOON

Once the day's responsibilities and resources are assigned, it's time to work. There are a variety of actions available, and players can take any or all of them: buy goods or a tool, hire a craftsman, call on townsfolk, begin or finish constructing a ship, or construct a building.

Regardless of how many actions they choose - or how many times they perform an action - players must play or discard all three cards from the morning draft. This is where it can be tricky: craftsmen can be "reserved", and hired a different day instead of being played right away, but ship and townsfolk cards must be played directly. Now, there are plenty of ships in the sea, so discarding one may not be a terrible thing. Townsfolk, however, are an entirely different matter.

Townsfolk cards each have a special ability, available only for one turn for whomever holds their card. Whereas the craftsmen focus



on putting their skills to work, townsfolk live to meddle in the affairs of others. The Conspirator moves a craftsman from an opponent to his own team, the Raider pillages another player's gold supply, and the Thief steals goods for their own use. There are good villagers, like the Watchman (who keeps everyone - and everything - safe for a turn) but nonviolent tribe members are difficult to find...

NIGHT

Finally, once darkness falls, the drama and chaos of the day is complete. Shipwrights from each tribe return to their homes to rest and review the events from earlier: did they complete any ships? How many workers helped with construction, and did the village benefit from completed ships? Did ANY kind of progress happen today?

During the night, player resources of Gold and Workers are refilled, and the tribe rests. Tomorrow will be another full day, but for now, there is peace.

CONCLUSION

Shipwrights of the North Sea is yet another victory in Renegade's winning line of board games. By blending a bit of familiar gameplay with new twists and turns, they've created yet another "new standard" for the shelf. Young shipwrights as well as old will enjoy trying their hand at one of the oldest professions in history, and will certainly delight in the trickery that may go with it.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



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NECROMUNDA: UNDERHIVE (GAW 300-01)

From Games Workshop, reviewed by Thomas Riccardi

 15 & Up	 2 Players
 30 - 90 Minutes	 \$125.00

Deep within the bowels of every hive city there lies an abandoned section that caters to the criminal element. This decaying part of the city is home not only to rusting structures and flooded sections but gangs as well. These gangs vie for supremacy as they fight with various weaponry that they have scavenged in order to control their own territory. Will you take up the mantle and lead your gang to victory? This is the world of *Necromunda: Underhive* a new skirmish war-game from the folks over at Games Workshop.

First let us discuss what you get in the core set which is quite substantial. You get two of the well-known gangs in the underhive and they are House Escher and House Goliath. House Goliath are hulking brutes that use their strength and ferocity to their own advantage while House Escher is entirely composed of women that have mastered the art of chemicals and pharmaceuticals. Each gang has ten figures that can be customized with a variety of heads, chest plates, bodies and of course weapons. The figures are amazingly detailed and will look gorgeous when they are painted with Citadel Colour paints. Also included in the box is 9 double sided tiles that can be arranged in various scenarios whether provided in the book or one of your own. 2 frames that consist of everything from traps, bulkheads, doors and other obstacles and events to keep you on your toes. Dice, templates and even a ruler are also included so you can keep track of the action without having to purchase anything else.



Also included is a 104 page book that is split into sections as the first one deals with the history of the Underhive. It not only has an introduction to the imperium of man but also describes the vast hive cities as well as the history of Necromunda and the shady inhabitants that live there. This is a great resource as you can use this section of the book to plan out further scenarios past the six that are given to you in the game rules. And speaking of the rules they are real easy to learn as there are three types of actions you can take on your turn and they are basic, simple and double actions. A model can make a basic and simple action once per turn or one double action which takes an entire turn (examples are blind fire and crawling). Each of the models attributes are displayed on cards which tells you how far they can move, how accurate they are, etc. Along with these attributes are the characters special abilities if any and how many wounds they can take. If a character takes equal to or over the wounds on his card



the model is removed from play as it is considered killed. What I love about this system is that they have introduced tactics cards that can be played in battle. There are cards that cater to your own gang as well as general tactics cards and the effects can turn the tide of battle as they range from special abilities to traps that you can lay. This gives the gameplay an unexpected twist as you can spring unsuspecting cards on your opponent to shift the odds in your favor.

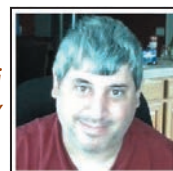
The folks over at Games Workshop are committed to the Necromunda brand and have already released two supplements for the game. Entitled *Gang War* and *Gang War II* these tomes will have extra rules and information to giving you an enhanced gaming experience. From new weapons and scenarios to feature articles like how to run a campaign or how to create your own gang these supplements will have you and your friends playing Necromunda for months to come.

Another release is a third gang that has come to make its mark in the Underhive. The house of Orlock is also known as the house of Iron as they are in control of the slag pits that are dotted along the surface of Necromunda. Rigorously trained to fend off various enemies such as ash waste nomads they have trained their gang to be fearless fighters with a tenacity that is unrivaled. This new boxed set contains everything that you would need in playing house Orlock in the Necromunda: Underhive universe. These ten figures can be customized in many different ways as there are 20 heads along with an assortment of death dealing weaponry that would make any ganger quake in his shoes.

If you are looking for a game that shows the harshest side of the 40k universe then you need to look no further than Necromunda: Underhive. With an amazing boxed set that contains all you need, two supplements that will have you adding more content to the game and a new gang house Orlock to make things interesting. For information on this and other games head over to www.gamesworkshop.com and get ready to vie for supremacy in the Underhive.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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